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Volume I  
The  
Character Compendium



*Being a supplement for Warhammer Fantasy Roleplay, second edition*

## Foreword

(this is the boring stuff – the goodies start after this)

The *Liber Fanatica* were born in the WFRP2 playtest forums, where playtesters could meet, compare notes and talk to the designers (who sometimes even talked back, but spent most of their time designing the game). Put a hundred and sixty playtesters together in a virtual room, give them a set of rules to talk about and you'll be amazed by the results.

In my case it began with career classes. Careers in WFRP1 were divided in four D&D-like classes, which determined what starting skills a character had and what career he would be following at the beginning of the game. Twenty years after that game had been written and on the eve of WFRP2, the WFRP community considered those classes as rather outdated. We playtesters were thus happy when we found out that they were absent from WFRP2. However, there was nothing that came in its place, except for a single long d100 table with all the new basic careers. I missed the grouping of careers that the old, outdated classes had provided. On the forum I suggested a more intelligent form of classes, which I dubbed 'backgrounds', and a number of other playtesters liked that idea. We were quite happy when the designers announced that a next playtest version would have background tables – but disappointed when that version appeared and the tables were just meant to determine your character's eye and hair colour and whether he had any warts. So I wrote my own background tables and showed them to Henrik Grönberg, another playtester. He liked them a lot and we refined them them, and starting writing more articles as well.

Meanwhile other people were posting brilliant things on the forums. Jude Hornborg for example presented his Ten Questions, an elaboration of the Ten Questions that popped up in version 4 or such of the playtest, with the stress not so much on who you character is, but on how to play him. Håkan Cervin wrote a combat system that used all the elements of the one in the playtest, but organised them in a better way than what was found in the official playtest version at that time.

And then the playtest ended. Green Ronin and Black Industries had developed the system to their satisfaction, helped (and sometimes hindered, I suspect) by massive input from the playtesters, and were now ready to move to the production phase. Since the playtest forums would serve no purpose anymore, we were informed that they would be closed. Amid the sentimentality of saying goodbye to everyone, a few of us who were creating things, got together and decided to develop things further. We wanted to create material which provided support from us, WFRP fans, for WFRP2, and offer it for free to the WFRP community. The idea here was that by cooperating we could make sure that the ideas proposed in our different articles would work together. So we started the *Liber Fanatica* – fan books – something that would prove more work than most of us had originally expected. The results can be seen here. I hope that you like the result as much as I enjoyed the process of creating it.

I'd like to thank a lot of people. The playtest forums and everyone who participated there get my thanks first – they proved to be a fertile ground for new ideas. Black Industries should be mentioned, as we got support from them too – including opening the playtest forums especially for us so we could mine them for research and ideas, after they had been closed for all the other playtesters. People in the Playtesters Guild worked hard to make this product – some of them who I would like to thank personally include Henrik, whose ideas so often were very close to mine that developing those ideas together (even before the Guild was founded) was something natural, and James Walkerdine who bravely stepped up to become editor for *Liber Fanatica II* and lay-out man for both volumes.

Wim van Gruisen  
Editor, *The Character Compendium*

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## Introduction

Welcome to the *Liber Fanatica - Volume 1: The Character Compendium*. Like its companion volume, *The Perilous Arts*, it is a document that supports Warhammer Fantasy Roleplay, second edition.

The focus of this volume is on the character, more in specific the PC. The articles in here offer ways to give more depth to generating and playing a character, adding character background and motivation to the figures and data already generated by the rules in the rulebook, and discussing how motivations and careers give more depth to the character and thus enrich the game.

Considering that many WFRP2 players have wide experience in, and materials for, the old version, this volume also offers a conversion guide for WFRP1 characters and converted careers from the first edition rulebook.

Wim van Gruisen  
Editor

## Credits

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# Ten Questions - Expanded

by Jude Hornborg

The Ten Questions in the character generation section of the rulebook help to give your character a background and personality, but not much of a handle on how you can play him. The questions below expand the ten questions somewhat, focusing on how to roleplay that background and personality.

Your answers to these questions are not set in stone. They are here to help you to roleplay your character. They are guidelines, not rules.



## 1. Where Are You From?

How will your ethnic origin be clear through roleplay? Accent? Mannerisms? Dress?

## 2. What Is Your Family Like?

How has your family background shaped your personality and prejudices?

## 3. What Is Your Social Class?

Do you look down on the lower class? Resent the upper class? Strive for upward class mobility? Ignore class divisions altogether?

## 4. What Did You Do Before You Became An Adventurer?

How will your profession manifest itself through roleplay? Mannerisms? Dress? Hygiene, or lack thereof?

Are you still working in your last career? If so, how do you combine it with adventuring?

## 5. Why Did You Become An Adventurer?

What can the GM dangle in front of you to motivate you?

## 6. How Religious Are You?

How will your religious values influence your behaviour? How often do you pray? Do you favour one god? Do you go to temples and attend services there?

## 7. Who Are Your Best Friends and Worst Enemies?

How would you react if confronted by your worst enemy? Flee? Fly into a murderous rage? How much would you sacrifice for your best friend? Your life? Nothing?

## 8. What Are Your Prized Possessions?

(Anything listed here will likely be destroyed or taken away by the GM for narrative effect. Don't take it personally.) How would you react to the loss or destruction of these items? How far would you go to retrieve them or avenge you to who destroyed them?

## 9. Who Are You Loyal To?

Are you a leader or a follower, and how will this be conveyed through roleplay? Types of followers: blind, skeptical, opportunistic etc. Types of leaders: manipulative, charismatic, reluctant etc.

## 10. Who Do You Love/Hate?

What will you do if you meet this person?

# Character Backgrounds

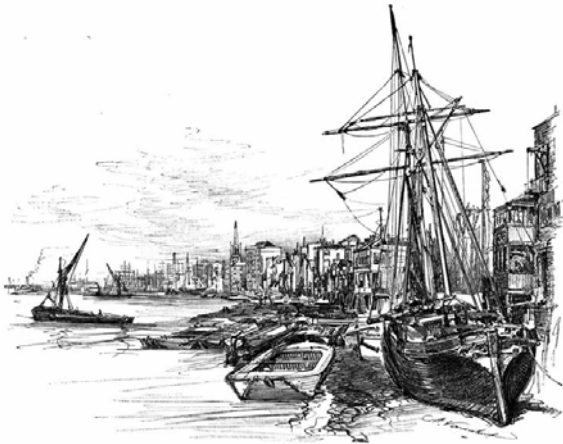
by Wim van Gruisen

The Empire is wide and populated by people with all sorts of backgrounds. These backgrounds typically explain the skills and talents those people have, their outlook on life and how they earn their daily bread. This article gives a method for taking these backgrounds into account when generating characters.

First choose or roll for a background (see the Background Selection Table below). Then, for that background, roll first on the Skills and Talents Table (below) to see how many skills and talents you gain from your background. Then go to the page for that background and roll on the respective tables there to see what those skills and talents are. Finally, roll on the careers table for your background to see what your starting career is.

These tables replace the Random Talents table in chapter 2 of the rulebook. The trappings mentioned in this article replace the general trappings in that chapter. Characters obtain the skills and talents for their race from the rulebook, in addition to the background skills and talents from this article.

Instead of rolling on the random talents table in chapter 2, Halflings roll once more for a background skill or talent (player's choice) while humans roll for one extra background skill and one extra talent.



Background Selection Table	
Roll	Background
01-12	Bourgeois
13-25	Mercantile
26-37	Military
38-50	Rural
51-62	Urban
63-75	Wanderer
76-87	Waterline
88-100	Wilderness

*The above is a general table. However, GMs are encouraged to make specific background selection tables which fit their campaign, or give players a list of which backgrounds to choose from.*

*For the table above, if an elf or dwarf rolls a number divisible by 10, check the Elven or Dwarven background instead of the one indicated in the table.*

Skills and Talents		
Roll	# Skills	# Talents
1-3	1	3
4-6	2	2
7-9	3	1
10	See text below	

Backgrounds in WFRP are not that simple, or easily separated. They often overlap. Perhaps your life balanced between two different backgrounds, perhaps you moved from one sort of background to another – that is for you to explain.

Choose or roll a secondary background. Then roll again on this table (re-rolling any further 10). Take the number of skills and talents indicated by this last roll. However, one skill and one talent should instead be rolled on the secondary background table.

Throughout these books you find a number of boxes with text like this. They contain simple ideas to make the rules easier, or more interesting, or more fun. They come from different sources. Some were favourite alternatives from WFRP1 and will work as well with the new edition, others were proposed during the playtest, while still others have proven their value in other RPGs. Have a look at them, think of how they would fit with your players' style, discuss them with the group if you want, and try them out. By cherrypicking the rules you and your players like you can customise Warhammer FRP to fit your group.

## Bourgeois

*You mean something in the Empire – or at least you are convinced that you are better, more decent than the riff-raff that crowds the streets or the countryside. Either through hard work or (more often) thanks to a rich daddy, you managed to get a good education and secure a position of relative luxury in the Old World.*

People from this background usually have elegant, good quality clothes, a hand weapon, jewellery worth 1d10 GC and a purse with 2d10 GC (roll 3d10 and add the two highest dice).

The gods they favour include Sigmar, Handrich and Verena.

Bourgeois Skills	
Roll	Skill
01-07	Academic Knowledge (Choose one)
08-19	Charm
20-30	Command
31-37	Common Knowledge (Choose one)
38-44	Consume Alcohol
45-56	Evaluate
57-59	Lip Reading
60-67	Prepare Poison
68-81	Read/Write
82-93	Ride
94-100	Speak Language (Choose one)

Bourgeois Talents	
Roll	Talent
01-02	Acute Hearing
03-07	Ambidextrous
08-11	Artistic
12-18	Coolheaded
19-25	Dealmaker
26-32	Etiquette
33-34	Excellent Vision
35-36	Fearless
37-39	Fleet Footed
40-41	Hardy
42-43	Lightning Reflexes
44-48	Linguistics
49-52	Luck
53-55	Master Gunner
56-61	Public Speaking
62-66	Resistance to Poison
67-73	Savvy
74-80	Schemer
81-84	Sixth Sense
85-86	Stout-hearted
87-91	Strong-minded
92-93	Sturdy
94-98	Suave
99-100	Very Resilient

Bourgeois Careers	
Roll	Career
01-05	Apprentice Wizard
06-09	Bailiff
10-23	Burgher
24-32	Initiate
33-41	Messenger
42-45	Noble
46-55	Scribe
56-64	Squire
65-77	Student
78-91	Tradesman
92-100	Valet

*If an Elf rolls a number divisible by 20 on the careers table, he has a career as Envoy instead of the career indicated.*

## Mercantile

*Money makes the world go round and you gladly help make it so. Your view on the world is pretty commercial – as long as people want stuff, you are happy to provide it for them, for a fee. Fortunately, people never seem to be happy with what they want, always craving for more.*

People with a mercantile background have good clothing, a purse with 2d10 GC (roll 3d10 and take the two highest dice), and a hand weapon for protection against thieves.

Handrich is the god of trade and merchants, and rare is the trader who doesn't favour him.

Mercantile Skills	
Roll	Skill
01-11	Blather
12-22	Charm
23-30	Drive
31-41	Evaluate
42-44	Gamble
45-52	Gossip
53-63	Haggle
64-70	Perception
71-81	Read/Write
82-93	Secret Language (Guild tongue)
94-100	Speak Language (Choose one)

Mercantile Talents	
Roll	Talent
01-04	Ambidextrous
05-09	Artistic
10-13	Coolheaded
14-20	Dealmaker
21-26	Etiquette
27-28	Excellent Vision
29-30	Fearless
31-33	Flee!
34-35	Hardy
36-37	Lightning Reflexes
38-41	Linguistics
42-46	Luck
47-52	Public Speaking
53-59	Savvy
60-65	Schemer
66-70	Seasoned Traveller
71-74	Sixth Sense
75-76	Stout-hearted
77-80	Strong-minded
81-83	Sturdy
84-89	Suave
90-96	Super Numerate
97-100	Very Resilient

Mercantile Careers	
Roll	Career
1-10	Boatman
11-19	Bone Picker
20-33	Burgher
34-38	Initiate
39-48	Messenger
49-57	Scribe
58-67	Smuggler
68-76	Toll Keeper
77-90	Tradesman
91-100	Valet

*If an Elf rolls a number divisible by 20 on the careers table, he has a career as Envoy instead of the career indicated.*



## Military

*For almost your whole life you have been in or around the military, which, given the amount of skirmishes and full-scale war in the Old World, was quite a common background. You have become used to the violence and gore involved with combat, and pray to the Gods every night to let you live for another day. Up to now they have granted your request.*

Military characters usually have a mail shirt or shield, a pot helmet, a hand weapon, bed roll, water flask, a mug and cutlery, and a sling bag to carry it in. They carry a purse with 2d10 GC (roll 3d10 and take the two lowest).

Gods of battle are Ulric, Sigmar and Myrmidia, but next to them Morr and Ranald are also very popular.

Military Skills	
Roll	Skill
01-07	Animal Care
08-15	Animal Training
16-26	Command
27-30	Concealment
31-37	Consume Alcohol
38-48	Dodge Blow
49-56	Gamble
57-63	Intimidate
64-70	Perception
71-78	Ride
79-89	Secret Language (Battle)
90-100	Secret Signs (Battle)

Military Talents	
Roll	Talent
01-02	Acute Hearing
03-05	Ambidextrous
06-11	Coolheaded
12-16	Disarm
17-20	Excellent Vision
21-25	Fearless
26-29	Fleet Footed
30-33	Hardy
34-36	Lightning Reflexes
37-40	Luck
41-45	Marksman
46-51	Master Gunner
52-53	Public Speaking
54-56	Quick Draw
57-62	Rapid Reload
63-67	Sharpshooter
68-71	Sixth Sense
72-73	Stout-hearted
74-78	Strike Mighty Blow
79-84	Strike to Stun
85-87	Sturdy
88-91	Very Resilient
92-95	Very Strong
96-100	Warrior Born

Military Careers	
Roll	Talent
01-08	Barber-Surgeon
09-16	Camp Follower
17-20	Initiate
21-28	Marine
29-40	Mercenary
41-48	Messenger
49-56	Militiaman
57-64	Outrider
65-76	Soldier
77-84	Squire
85-88	Valet
89-100	Watchman

*If a Halfling rolls a number divisible by 20 on the careers table, he has a career as Fieldwarden instead of the career indicated.*



## Rural

*The salt of the earth, that is what you are. You've lived on the land all your life, learning to cope with both the forces of nature and the whims of rich land owners.*

Characters with a rural background usually possess sturdy clothing, a hand weapon and a purse with 2d10 GC (roll 3d10, take the two lowest dice).

The gods they pray to most include their local gods, Rhya, Morr and (depending on which part of the Empire they live in) Sigmar or Ulric.

Rural Skills	
Roll	Skill
01-13	Animal Care
14-22	Animal Training
23-26	Blather
27-35	Charm Animal
36-43	Concealment
44-57	Drive
58-61	Lip Reading
62-65	Prepare Poison
66-70	Read/Write
71-78	Ride
79-87	Search
88-100	Silent Move

Rural Talents	
Roll	Talent
01-06	Acute Hearing
07-10	Ambidextrous
11-12	Artistic
13-16	Coolheaded
17-22	Excellent Vision
23-26	Fearless
27-30	Flee!
31-36	Fleet Footed
37-42	Hardy
43-46	Lightning Reflexes
47-50	Luck
51-54	Mighty Shot
55-56	Night Vision
57-58	Quick Draw
59-60	Rapid Reload
61-66	Rover
67-70	Sharpshooter
71-74	Sixth Sense
75-78	Stout-hearted
79-82	Strong-minded
83-86	Sturdy
87-92	Very Resilient
93-98	Very Strong
99-100	Warrior Born

Rural Careers	
Roll	Talent
01-04	Barber-Surgeon
05-07	Bodyguard
08-11	Bone Picker
12-18	Bounty Hunter
19-22	Charcoal-Burner
23-27	Coachman
28-29	Entertainer
30-31	Grave Robber
32-36	Hedge Wizard
37-38	Initiate
39-40	Jailer
41-42	Mercenary
43-47	Miner
48-51	Militiaman
52-58	Peasant
59-62	Rat Catcher
63-69	Roadwarden
70-73	Rogue
74-76	Scribe
77-78	Servant
79-82	Thief
83-87	Toll Keeper
88-91	Tomb Robber
92-96	Vagabond
97-100	Watchman

*If a Halfling rolls a number divisible by 20 on the careers table, he has a career as Fieldwarden instead of the career indicated.*

## Urban

*The city is your home. All your life you have lived here and you know the cobbled streets, the dark back alleys and the best places to nick an apple. You know how to deal with the people there. The city can be a harsh and brutal place, but you know how to survive.*

Someone from this background usually has sturdy, but rather worn clothing, including shoes. He will have a knife, a purse (tucked away) with 2d10 GC.

The favoured god for a city or town dweller is usual the patron god for that city. Next to that one, people tend to pray to Ranald or Shallya.

Urban Skills	
Roll	Skill
01-06	Charm
07-12	Concealment
13-18	Consume Alcohol
19-21	Disguise
22-24	Drive
25-30	Gamble
31-39	Gossip
40-45	Intimidate
46-52	Perception
53-58	Scale Sheer Surface
59-64	Search
65-70	Silent Move
71-76	Blather
77-79	Common Knowledge (pick one)
80-82	Lip Reading
83-85	Prepare Poison
86-94	Read/Write
95-100	Sleight of Hand

Urban Talents	
Roll	Talent
01-04	Acute Hearing
05-11	Alley Cat
12-15	Ambidextrous
16-20	Coolheaded
21-24	Flee!
25-28	Fleet Footed
29-33	Hardy
34-37	Lightning Reflexes
38-41	Linguistics
42-46	Luck
47-48	Mimic
49-52	Public Speaking
53-54	Quick Draw
55-59	Resistance to Disease
60-65	Savvy
66-70	Sixth Sense
71-74	Stout-hearted
75-80	Street Fighting
81-87	Streetwise
88-89	Strike to Stun
90-93	Strong-minded
94-96	Sturdy
97-98	Very Strong
99-100	Warrior Born

Urban Careers	
Roll	Career
01-07	Agitator
08-11	Barber-Surgeon
12-16	Bodyguard
17-18	Bone Picker
19-22	Bounty Hunter
23-24	Coachman
25-29	Entertainer
30-33	Grave Robber
34-38	Initiate
39-42	Jailer
43-44	Mercenary
45-47	Pit Fighter
48-53	Protagonist
54-60	Rat Catcher
61-67	Rogue
68-71	Scribe
72-76	Servant
77-78	Smuggler
79-82	Student
83-89	Thief
90-93	Thug
94-96	Tomb Robber
97-100	Watchman

*If an Elf rolls a number divisible by 20 on the careers table, he has a career as Envoy instead of the career indicated..*

## Wanderer

*The travel bug has gotten to you. You do remember the place you were born and raised (if you were not born on the road, that is), but most memories affirm that it was a boring place. Curiosity got the better from you and soon you took your stuff and went away, longing to see new things and meet new people. That sort of life has grown on you and nowadays, when you have to stay in one town or village for a long time, you begin to get restless and you want to go somewhere else.*

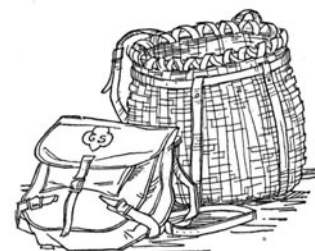
People on the road typically have sturdy clothing, a waterproof mantle and boots. They have a hand weapon and a knife, and carry a bag with a bed roll, a few blankets and a leather flask filled with water. They have a money belt with 2d10 GC (roll 3d10, take the two lowest dice).

There being no specific god for travellers, people from this background don't seem to favour any particular deity. If any, it would be Ranald (for everyone can use good luck) and Taal (to whom people pray for good weather).

Wanderer Skills	
Roll	Skill
01-07	Animal Care
08-11	Animal Training
12-16	Blather
17-20	Charm
21-24	Charm Animal
25-31	Common Knowledge (Choose one)
32-38	Concealment
39-42	Gamble
43-47	Gossip
48-53	Navigation
54-60	Outdoor Survival
61-64	Perception
65-71	Ride
72-76	Row
77-80	Search
81-87	Secret Language (Ranger)
88-91	Secret Signs (Thief)
92-93	Silent Move
94-98	Speak Language (Choose one)
99-100	Swim

Wanderer Talents	
Roll	Talent
01-06	Acute Hearing
07-09	Alley Cat
10-11	Ambidextrous
12-15	Coolheaded
16-20	Excellent Vision
21-24	Fearless
25-28	Flee!
29-33	Fleet Footed
34-39	Hardy
40-41	Lightning Reflexes
42-46	Linguistics
47-50	Luck
51-56	Orientation
57-61	Resistance to Disease
62-67	Rover
68-70	Savvy
71-76	Seasoned Traveller
77-79	Sixth Sense
80-81	Stout-hearted
82-83	Strong-minded
84-87	Sturdy
88-89	Suave
90-94	Very Resilient
95-98	Very Strong
99-100	Warrior Born

Wanderer Careers	
Roll	Career
01-06	Boatman
07-09	Bone Picker
10-15	Bounty Hunter
16-24	Coachman
25-32	Entertainer
33-38	Fisherman
39-47	Messenger
48-53	Outlaw
54-62	Outrider
63-71	Roadwarden
72-76	Seaman
77-82	Smuggler
83-88	Tomb Robber
89-97	Vagabond
98	Estalian Diestro
99	Kislevite Kossar
100	Norse Berserker



## Waterline

*The rivers and coastal seas form the major transport arteries of the Old World, and many people, including you, make a living there. All your life you have lived near the waterside and you depend on it either for the nourishment it brings you or because of the commercial activities that are generated by the travellers and traffic passing by.*

People on the waterline have sturdy clothing including waterproof boots, a hand weapon and a purse with 2d10 GC.

People living alongside the water typically favour the local river or sea gods. Next to those, Karog, the Father of Rivers and Manann are popular. People depending on the sea often favour Stromfells as well.

Waterline Skills	
Roll	Skill
01-05	Blather
06-12	Common Knowledge (Choose one)
13-20	Consume Alcohol
21-25	Gamble
26-30	Navigation
31-35	Perception
36-40	Read/Write
41-47	Row
48-55	Sail
56-57	Scale Sheer Surface
58-62	Speak Language (Choose one)
63-70	Swim
71-85	Roll on the Rural Skills Table*
86-100	Roll on the Urban Skills Table*

Waterline Talents	
Roll	Talent
01-02	Acute Hearing
03-04	Ambidextrous
05-09	Contortionist
10-13	Coolheaded
14-17	Excellent Vision
18-22	Fearless
23-24	Flee!
25-26	Fleet Footed
27-30	Hardy
31-35	Lightning Reflexes
36-41	Linguistics
42-46	Luck
47-52	Orientation
53-54	Quick Draw
55-59	Savvy
60-65	Seasoned Traveller
66-70	Sixth Sense
71-74	Stout-hearted
75-78	Strong-minded
79-85	Sturdy
86-87	Suave
88-93	Very Resilient
94-98	Very Strong
99-100	Warrior Born

Waterline Careers	
Roll	Career
01-04	Barber-Surgeon
05-16	Boatman
17-24	Ferryman
25-36	Fisherman
37-44	Initiate
45-56	Marine
57-68	Seaman
69-80	Smuggler
81-90	Roll on the Rural Career table*
91-100	Roll on the Urban Career table*

*\* If you roll one of these skills or careers, you come from a waterside city or village. Once you rolled a rural skill, if the tables guide you to an urban skill or career, roll on the rural tables instead. If you first rolled an urban skill, do the inverse.*

## Wilderness

*Civilization has not permeated the whole Old World yet. Large tracts of forest and many places within the mountain ranges are rarely set foot upon by humans. Yet this is where you live. Perhaps you stay alive on your own, perhaps you live in a small village far away from the big cities. You like it here, though – you prefer the dangers of nature above the viciousness of your fellow Humans (or Dwarfs, Elves or Halflings).*

People living in the wilderness typically have sturdy clothing, a waterproof mantle and heavy boots. Next to a hand weapon and knife they have a bow or crossbow and ten arrows or bolts. They carry a bag with a bed roll, a few blankets, a leather flask filled with water and rations for a week. They don't have much use for money, but typically have a handful of shillings (2d10 – 5) tucked away somewhere.

Taal is the god of wild places, the lord of beasts, forests and mountains. As such he is the main deity for those living in the wilderness.

Wilderness Skills	
Roll	Skill
01-06	Animal Care
07-09	Animal Training
10-16	Charm Animal
17-25	Concealment
26-28	Drive
29-37	Follow Trail
38-44	Navigation
45-53	Outdoor Survival
54-59	Perception
60-62	Ride
63-69	Scale Sheer Surface
70-75	Search
76-81	Secret Signs (Ranger)
82-91	Set Trap
92-100	Silent Move

Wilderness Talents	
Roll	Talent
01-05	Acute Hearing
06-09	Ambidextrous
10-14	Coolheaded
15-19	Excellent Vision
20-22	Fearless
23-26	Flee!
27-29	Fleet Footed
30-34	Hardy
35-38	Lightning Reflexes
39-41	Luck
42-45	Marksman
46-48	Mighty Shot
49-50	Night Vision
51-55	Orientation
56-59	Rapid Reload
60-64	Rover
65-69	Sharpshooter
70-74	Sixth Sense
75-79	Stout-hearted
80-84	Sturdy
85-89	Trapfinder
90-91	Tunnel Rat
92-97	Very Resilient
98-100	Very Strong

Wilderness Careers	
Roll	Career
01-03	Bounty Hunter
04-10	Charcoal-Burner
11-20	Hunter
21-24	Initiate
25-31	Miner
32-41	Outlaw
42-48	Peasant
49-54	Roadwarden
55-61	Smuggler
62-68	Tomb Robber
69-75	Vagabond
76-85	Woodsman
85-100	You're from a village in the wilderness. Roll on the Rural Careers Table.



## Elves

*You spent your life away from human civilization, growing up in an Elvish community deep in the forest.*

Usually only Elves can have this background. Only rarely would someone from another race have this background, and when this happens, invariably it is accompanied by a good background story.

Elves typically have light but sturdy clothing, a knife, a hand weapon and an Elven bow.

They worship the Elven pantheon.

Elven Skills	
Roll	Skill
01-06	Animal Care
07-13	Charm
14-19	Concealment
20-29	Outdoor Survival
30-39	Perception
40-42	Scale Sheer Surface
43-48	Search
49-55	Silent Move
56-58	Animal Training
59-65	Channelling
66-71	Charm Animal
72-77	Follow Trail
78-87	Magical Sense
88-94	Shadowing
95-100	Heal

Elven Talents	
Roll	Talent
01-05	Acute Hearing
06-09	Ambidextrous
10-12	Contortionist
13-14	Flee!
15-17	Fleet Footed
18-21	Hardy
22-26	Lightning Reflexes
27-31	Luck
32-36	Marksman
37-41	Mighty Shot
42-45	Orientation
46-50	Quick Draw
51-55	Rapid Reload
56-60	Rover
61-64	Savvy
65-69	Seasoned Traveller
70-74	Sharpshooter
75-78	Sixth Sense
79-80	Suave
81-84	Sure Shot
85-86	Super Numerate
87-90	Swashbuckler
91-95	Trapfinder
96-98	Very Resilient
99-100	Very Strong

Elven Careers	
Roll	Career
01-05	Apprentice Wizard
06-14	Entertainer (Singer)
15-27	Hunter
28-36	Initiate
37-50	Kithband Warrior
51-59	Messenger
60-64	Noble (elven)
65-73	Soldier
74-82	Student
83-86	Tradesman
87-100	Woodsman

## Dwarfs

*You spent your life up to now in one of the Dwarven communities – either in the World Edge Mountains or under one of the mountain ranges in the Empire that your forefathers fled to ages ago.*

This background is usually accessible only to Dwarfs. Only rarely would a character from another race have this background – a very good background story should be included if this is the case.

Dwarfs typically carry a hand weapon (usually a warhammer or battle axe) and sturdy clothing. They have gold and gems with a value of 2d10 GC.

Not surprisingly, Dwarfs pray to the Dwarven pantheon.

Dwarven Skills	
Roll	Skill
01-16	Command
17-32	Consume Alcohol
33-42	Evaluate
43-53	Gamble
54-68	Intimidate
69-74	Perception
75-79	Search
80-84	Dodge Blow
85-89	Read/Write
90-100	Trade

Dwarven Talents	
Roll	Talent
01-02	Acute Hearing
03-04	Ambidextrous
05-07	Artistic
08-12	Coolheaded
13-15	Disarm
16-17	Excellent Vision
18-22	Fearless
23-28	Hardy
29-31	Luck
32-34	Orientation
35-40	Resistance to Chaos
41-45	Resistance to Disease
46-50	Resistance to Poison
51-53	Seasoned Traveller
54-57	Sixth Sense
58-60	Street Fighting
61-66	Strike Mighty Blow
67-71	Strong-minded
72-74	Super Numerate
75-78	Trapfinder
79-83	Tunnel Rat
84-88	Very Resilient
89-93	Very Strong
94-97	Warrior Born
98-100	Wrestling

Dwarven Careers	
Roll	Skill
01-05	Initiate
06-09	Jailer
10-23	Miner
24-27	Noble (Dwarven)
28-41	Runebearer
42-50	Scribe
51-64	Shieldbreaker
65-73	Soldier
74-77	Student
78-86	Tradesman
87-91	Valet
92-100	Watchman

# Character Motivations

by Henrik Grönberg

We all have different reasons for our choices in life. These may not always be clear to others – or even ourselves - and are usually the result of complex physiological, psychological and sociological processes. This article attempts to make use of these drives when creating and playing a character in WFRP.

A character's *motivation* is his defining purpose, his life goals. It is what makes him get up in the morning despite awakening to yet another bleak dawn in a cold and grim world of perilous adventure. It is also an attempt to put a label on the various drives that make people do what they do in life.

## Choosing Motivations

Defining a character's motivation should be done with care, keeping in mind that this is a merely a tool to put some flesh on your character's bones. Indeed, this article should be used with caution: each individual is different, and even two characters motivated by the same forces can resort to wholly different means of achieving their goals. Above all, be careful when deciding what drives your character so that your choices contribute, not limit, your characterization.

A character can be motivated by a single drive, but more often is the individual driven by several urges, wills and wants. In fact, it can be argued that all of these drives are present in each and everyone – to some degree. Though you should pay attention not to fall for the stereotypical descriptions of your character, it may also be true that some combinations of motivations are more common than others. For instance, many individuals are motivated by a hunger for power and wealth, while others are driven by nationalism and a burning desire to make a name for themselves. However, unorthodox combinations of two or more drives can make for an interesting background and personality.

Furthermore, if you decide that your character is motivated by only one or two drives, that character can seem single-minded, dedicated and perhaps fanatical. If you select more, the character can seem more complex. Both can be fun to play, but you should be aware of this when creating the character.



## Origins Of Motivations

Motivation comes from upbringing, education, or perhaps from a specific incident. Though it can be difficult (and unnecessary) to examine at any depth the exact origin of a particular drive, a dominating motivation may call for some sort of explanation. This is particularly true of 'vengeance' "devotion", "dependency" etc. that likely come with interesting stories. When deciding what drives a particular character you should ensure that there is a reason for the character to have this motivation.

## Conflicts Of Interests

It is crucial that you have a clear understanding of your character's priorities in life, as this very much decides how the character may act in a given situation. You should work out how your PC's motivations rank amongst each other. In other words, when confronted with a situation in which satisfying one of several drives, which one does he pursue?

**Example:** *An ambitious PC who is secretly in love with a gypsy girl is ordered to clean out the gypsy camp just outside of town. If he does, he'll hurt his love and probably never see her again, but if he doesn't, he can forget about promotion for the next six years, he can even be court-martialed for his disobedience. What should he do?*

**Ranking:** One way of using motivations is to select a few motivations and list them according to how strongly they motivate the character. So if you want to play a character that is something of drunkard, loyal to the Reikland but who pursues honour above all, you might want to note 'honour', 'patriot (Reikland)' and 'dependency (alcohol)' on your sheet.

**Grading:** Grading means that you assign some sort of grade to the character's motivations. Using terms instead like 'moderately', 'very', and 'extremely' is usually more colourful than numerical values.

**Narrative:** This is the most complex (and probably the best) way to use this document. A narrative discussion means that you describe your character's motivation in a narrative way where the various motivations are included. This should be done in conjunction with the character's history and perhaps other "none-mechanical properties" of your character's personality like appearance and demeanour.



**Organic Approach:** When you create a new character it is not always clear how you want to play that character. It may take some time, a few sessions, before you begin understanding the character behind all the numbers and terms. One way to approach the task of creating a more complex character using this document is to start with ranking a few motivations in an interesting way. After a session or two, or as soon as you find the time and get more ideas, you could on to grade them. Finally, you could use them in a narrative discussion like described above.

### Examples Of Motivations

It should be clear that this is a none-exhaustive list of motivations. There are other factors that drive people and it is quite likely that you will think of a few more. It should be kept in mind that - to some extent - the terms below are used as labels on far more complex psychological phenomenon.

**“Subdrives”:** Most of these drives can be further divided into ‘subdrives’. For instance, a character who is a drunkard may have ‘Dependency (Alcohol)’ noted on the sheet, while a player who wants to play a character who is a devote Sigmarite may jot down ‘Devotion (Sigmar)’.

**Ambition:** Characters driven by ambition are determined to excel in their chosen profession. The ambitious student wants to become a famous scholar, the initiate a revered priest and the footsoldier wants to rise in the ranks (and eyes) of his military unit.

An ambitious individual might have felt inferior and neglected as a child, so now he strives to repair his damaged self-esteem by trying to be the best at what he does. Or maybe he tries to repent from some sin or failure committed in the past.

**Roleplaying Hints:** *You probably know exactly what you want in life and how you’re going to get it. It’s likely that you are competitive, self-assured and even arrogant, especially in situations where your professionalism is questioned. You may go to extreme lengths in order to defend or secure your position within the guild, order, cult or society at large.*

**Anarchy:** In this context, an anarchical character longs to see the social restrictions, bonds and institutions of his society overthrown – or at least completely remade. The anarchist believes that he should be free to make of his life what he wants irrespective of social standing. This rebellious spirit often comes from being brought up in a society in which the chances in life are very much decided by whom your parents are; a lot you refuse to accept.

**Roleplaying Hints:** *As an anarchist is likely that you are distrustful or even outright hostile towards authority of any kind. However, you often put on a show of respect and obeisance for authorities, nobility and other protagonists of the social order, although the contempt is always burning behind the surface. In desperate attempts to topple the current social order, you may even resort to counter-productive and dangerous methods like burning down the estates of the wealthy or refusal to obey at even the most fundamental social norms, like paying for your meal.*

**Bloodline:** Blood is thicker than water, and a character driven by ancestry sure knows it! Serving, protecting, (and even enlarging!) his kin’s numbers, possessions and renown is his chief priority in life. He wages to safeguard his family’s unity, respect and heirlooms. He is proud of his family history (well, most of it – and those other parts he labours to keep in the closet), his status in the community and your ancestors. But it’s not only individuals of rich and noble descent that are driven by their of ancestry: even a struggling peasant can be proud of what little land he owns, land that his father worked (and his father before him, and so on for many generations).

**Roleplaying Hints:** *You can be extremely controlling of other family members. For instance, if your sister has an affair and voices intentions to marry below your family’s stature, you might go to any lengths to dissuade her – or her intended – in order to keep your family’s status and bloodline intact. Furthermore, you’ll stop at nothing to avenge real or perceived challenges to your family’s honour you are soon to pick up the challenge.*

**Bloodthirst:** A bloodthirsty individual lives for the heat of battle. According to him, there is nothing like the sound of the battle drum, the feel of good armour on his back, the sight of the ragged banners and the rush of adrenaline as he charges at the head of the column. Even the screams of the dying make him tick. This is also about honour, camaraderie and the spoils of war, but first and foremost is about that indescribable feeling of running three feet of cold steel through the chest of his opponent...

**Roleplaying Hints:** *Driven by a lust for bloodshed does not necessarily mean that you are an unbalanced berserker who live and long for battle alone. Especially if you’re not very sturdy or battle hardened it is more likely that you resort to elaborate schemes of entrapment to get your victims where you want them: helpless, anguishing and begging for mercy...Even though some bloodthirsty individuals acknowledge their brutality, you can be one of those who honestly believe that your brutality is merely means to an end - “killing in the name of”.*

**Dependency:** A dependent character is physically and/or mentally addicted to some drug or other. Alcohol is probably the number one enslaver in the Old World, but there are other addictive drugs. 'Addiction' to money, food or similar falls outside the concept of this drive.

**Roleplaying Hints:** *Dependency have a psychological as well as a physiological aspect: not only will it change the way you think and act, but it may very well change your looks as well: Do your hands shake? Shabby appearance? To what depths can you fall in order to get that which you crave? Under what circumstances can you resist that urge?*

**Devotion:** Possessing a religious zeal does not imply a calling as a priest. Similarly, far from all priests are driven by the love of the deity they (apparently) serve. Many among the clergy are motivated by other forces like a lust for the power their office brings, honour and respect from peers and commoners and perhaps even greed since many temples are rich in terms of estates, artefacts and gold. In fact, a very religious individual may very well resent, even loathe, the cult dedicated to his deity or deities.

When creating a religious character you should make sure to think of which deity or deities he holds in highest esteem, for several reasons. Not only does the creed of each deity impose different dos and don'ts on followers: to some extent each deity implies other motivations as well. For instance, followers of Sigmar are likely to be driven by a love of the Empire (patriotism), while worship of Chaos deities usually implies an anarchical disposition.

**Roleplaying Hints:** *As a devote character it is likely that you clearly show your devotion in words (solemn prayers, condemnations, sermons), acts and apparel (robes and symbols). However, it may also be the case that you believe religion is a private matter, and show little or no outwards devotion for their deity.*

**Gambler:** The gambler is always looking for a chance to... well, take a chance. You're a risk taker, an adrenaline junky, and a daredevil: You live for the rush, whether this is to be had around the gambling table, on the battlefield or while secretly courting the noble's daughter. This is not about taking a more or less calculated risk in order to gain something or other: For you, the risk is the gain.

**Roleplaying Hints:** *Others often see you as something of a loose cannon: unreliable impulsive and reckless. You'll always accept a bet or wager, and can never keep away from a game of cards or craps; the higher the stakes the more you come alive.*

**Greed:** The lust for land, possessions and gold is probably the most common driving force in the Old World. The exact nature of greed to some extent depends on the character's social status and wealth: The wealthy noble may only be satisfied with more land and taxation rights while a lowly beggar is just as contented with a shining silver shilling or even proper meal... The greed may also motivate two persons in very different ways: Some will get whatever they can get their hands on and settle for that, while others are prone to elaborate schemes, complicated business dealings and conspiracies to enlarge their wealth.

The origin of this lust for possessions can be several: for many Old Worlders, seeking wealth is simply a question of putting as much money as possible between oneself and poverty and starvation. For others, showing of fancy clothes, jewellery and other possessions it about displaying how successful one has been in life. Yet others are not as interested in the wealth in itself but in what one can actually buy for the money.

**Roleplaying Hints:** *You are typically stingy – and it shows. You rarely tip, always count the change and always make sure you get (at least) your part when the loot is to be divided. You're the one who always try to bargain the group into higher rewards. You are typically easier to bribe and otherwise buy off than those who care less about material possessions, and tend to see all kinds of problems in terms of Goldcrowns...*

**Hedonism:** A hedonistic disposition leads to the pursuit of corporeal pleasures: food, sexual gratification, alcohol or other drugs and the company of the like-minded. Hedonistic characters seldom resist invitations to join others in various delights and will dodge duties and obligations if confronted with chance of a good time. Though it can be argued that indulging in pleasures is perhaps the most common motivation of all, the hedonist stands out in that he or her pursues these pleasures above all else.

Why one behaves in this fashion can have several reasons. Apart from the most obvious reason, a hedonist may believe it to be the will of ones deity to indulge in pleasures ("you know of whom I speak") or one may believe the end of the world (or barring that, ones own end!) is close. A hedonistic character can very well be borderline dependant on one or several pleasures.

**Roleplaying Hints:** *To others you can seem unreliable and fleeting, as they rarely can predict how you will react if confronted with a distraction that appeals to your particular appetites.*

**Honour:** The honourable character lives strictly by some sort of code or set of social conventions. What 'honour' actually means to him very much depends on his upbringing, social background and walk of life: A thief's honour is something quite different from that of a noble knight. However there are some unifying elements, like the will to win the respect, admiration and even praise of your peers. Honourable characters show respect to those above them on whatever social scale they rank themselves on, and in return expect it from those below them. For ordinary folks, an honourable person is also quite likely to be an honest, virtuous and dutiful individual. The codes of honour of these characters often include being "loyal", "honest", "magnanimous", "courageous", "generous", and (of course) "righteous".

**Roleplaying Hints:** *You are likely to be strict and pompous, perhaps arrogant or even borderline fanatic. You will not budge, bend or break your code in any given situation (unless some other motivation takes overhand).*

**Patriotism:** A patriot is a nationalist, who believes that his homeland and its people fill a special and god-given role in the world. Many patriots have streaks of chauvinism, racism and insularity, believing they have a right to better their nation at the cost of other peoples, nations and races. There are also different 'scales' of patriotism: some worship their nation (e.g. The Empire), other their native province or city (e.g. Nuln) and while others are local patriots, who love their home village, valley or woods or whatever (and, perhaps, care very little for what's outside).

**Roleplaying Hints:** *As a patriot you are proud to be born and raised in your homeland and take any chance to tell others this. You will almost inevitably regard strangers and foreigners or anyone not from your village as inferior and has no qualms about telling them so. You frequently misunderstand and jump to conclusions about the motives and intentions of foreigners based on their dialect and clothing. You keep your history and national heroes in highest esteem and are quite unwilling to realize that not all that is told of his great homeland is true.*

**Power:** The power-hungry individual craves control over others above all else. For many people, 'power' is a means to an end; to the power-hungry it is an end in itself. The notion of power is also a rather nebulous one: depending on the character pursuing it and the circumstances it can mean wealth, connections, knowledge, religious or political influence, hangers or even muscle. Consequently, 'power' can mean very different things to people: from the fear in the eyes of their peers as they cower by ones side, anxiously watching the clenched fist,

to the fulfilment one may get from seeing ones grand schemes at work in the provincial court.

**Roleplaying Hints:** *Though the means and methods to achieve power vary form individual to individual, you are likely to be uncompromising, confident and self-centred. As you often purport to seek power in order to be able satisfy some nobler end, you're likely to have a "cover story" in which cause you pretend (perhaps even to yourself) to wage.*



**Romance:** The romantic is a dreamer, idealist and perhaps even visionary. He sees this world as void of true virtues and thus flees into an inner realm of heroic deeds, damsels in distress and chivalrous knights. He probably believes in grand ideas like 'Love', 'Adventure' and 'Heroism'.

**Roleplaying Hints:** *As romantic you often seem aloof and otherworldly, even delusional and perhaps you frequently drift into a living dream, where you are the Hero. Consequently you may come to believe that you, in fact, are the noble knight, famous author, powerful magician or undeniable courtier that you have always wanted to be. Which in turn of course is very likely to get you into awkward, even dangerous situations...*

**Vengeance:** The vengeful character lives for avenging some real or imagined sin or fault committed against him, his loved ones, his country or something else he care deeply about. This is often about more than mere contempt or racial prejudice: At some point the character decided to devote his life and probably death to revenge. The circumstances resulting in this hatred should be explored in the character's history, since these are probably some of the most important events during the character's life to this date. The reason for this lust for revenge can be a single, disturbing incident (his whole family murdered by marauding orcs), but it can also be the result of a suffering from some lifelong injustice.

**Roleplaying Hints:** *Vengeance is often a dominating, consuming drive, which leaves little room for other motivations, ideals and in fact anything else. Perhaps you are quite refined, carefully scheming and planning your sweet vengeance for years and years. Or you may have opted for the 'seek and destroy' alternative. This will depend on the object of your hatred, your disposition and skills, but also on what opportunities that materializes along the road.*

## Means & Methods

Two persons with the same goals in life can go about very differently achieving them. Some people are squeamish and terrified of getting blood on their hands (literally or figuratively). Some are honourable and stick to the rules of the game. Others are righteous and will do anything, that is *everything*, to get where they want in life, letting the means justifying the ends.

This will affect the character's acts just as much as his motivation.

## Changes In Motivation

Your character's motivation was probably founded some time during adolescence and runs deep indeed. It is an intrinsic part of his psyche and is not very likely to change during gameplay. However, there can be iconoclastic moments in life that profoundly changes someone's nature, ideals, and wants. It is ultimately up to the player to decide when such instances occur, but changing a character's motivation cannot be taken lightly and the character may want to consult with the GM before doing so. On the other hand, if you, after having played your character for a few sessions, realize that you made a poor choice and that you would like to play your character in a different way – feel free (after having consulted with your GM) to change it. As said above, motivation should be a way to breathe life into your character.

## Motivations & Mechanics

When working out what drives your character you have to take into account that some of the other features may both be a result of the character's motivation - but also a source of such motivations.

**Race:** As described in the section on races, the player races differ widely from each other. *Dwarves* are often regarded as materialistic, loyal to their kith and kin and bound by a strange code of honour.

*Elves* as considered hedonistic and pursuant of knowledge.

*Halflings* are seen as (where they are, in fact, seen at all) as hedonistic and loyal to their families.

Whether your character lives up to these stereotypes or not is up to you, but you should at least take into account that these are some of the preconceptions that other races have about your character.

**Career:** As mentioned above, a character's drives often comes from upbringing and social background – which is also reflected by the character's starting career and background. *'Psychotic' Careers:* Sometimes a change in a character's life goals is so profound that his life takes whole new direction. He leaves his old life (and self) behind and pursues a life entirely driven by one motivation. These careers are not

something anyone pursues willingly: The events forcing a Dwarf to become a Slayer, or someone to become a Zealot or Flagellant are extremely traumatic, and not someone *ever* goes looking for. It is a curse and doom. The notion of "career" in this case is not very accurate indeed, as it is not a matter of profession or job but more of a disorder in itself...

**Talents and Skills:** Some of a character's skills and talents make assumptions about his psychological profile. If your character possesses skills like Consume Alcohol or talents like Artistic these might be reflections of one motivation or other.

**Disorders:** The impact to gaining a psychological disorder is likely to, bluntly put, mess up your character's conceptions of right or wrong and what's important in life. In other words, whenever your character suffers a disorder (because he inevitably will lest the GM fails miserably!), you should make sure to think through what that particular disorder means for the character's motivation. Most disorders are motivations in their own right, so no particular discussion is presented here.



## Gamesmaster Section

Having a thorough understanding of why characters – both PCs and NPCs - do what they do is very important for the GM.

**NPC Motivations:** Creating well motivated NPCs will make for more interesting scenarios. The villain is rarely out to cause mischief for no reason at all: he schemes and murders with a purpose. Inventing unorthodox motivations for your antagonists and having a clear view of why they do what they do may also help in creating the scenario itself.

For minor NPCs it may very well be enough to note the character's chief motivation ("ranking"), perhaps with some defining property noted within brackets (Vengeance [Orcs] or Devotion [Móor]). For those NPCs that may play a more prominent

role in your campaign a more thorough discussion may be required.

**PC Motivations & Plot Hooks:** The GM should also take into account the PCs' different motivations when designing and running scenarios. If the reasons for accepting the task, mission, job or whatever has nothing "in it" for a PC, it is much less likely to interest him or her. This may result in failure to hook the character unto the scenario, and the character may simply refuse to take the job etc. The players may also feel more involved if the scenario includes elements which will "wet the appetites" of their characters.

**Example:** A GM is planning to run a scenario where a small village is in danger of being overwhelmed by a goblinoid warband. The village sends out a desperate appeal that reaches the PCs, who decide to answer the call for help. However, they do so for quite different reasons, which the GM took into account while planning the scenario:

*The greedy character expects some material reward for putting his life on the line.*

*The romantic character thinks it would be a Heroic Deed to fight for the villagers, and besides, a woman he fancies lives in the village.*

*The devote character has a vision of saving the villagers, and decides to fight the vile greenskins in the name of the deity.*

*The patriotic character cannot abide having the borders and citizens of his homeland violated.*

*The revengeful character perceives an opportunity to get back at the greenskins who murdered his sister all those years ago.*

*And so on.*

**PC Motivations and XP:** Hopefully, giving thought to a PC's motivations will contribute to generally bringing a PC to life. Depending on what type of game you prefer and how you as a GM normally handle XP-rewards, there are a couple of aspects that may require special consideration when it's time to hand out XPs:

*Conflicts of interests* – has there been any situations in which the PC was at conflict with himself due to his motivations? Such inner struggles in a PC can be interesting and make for very good role-playing and may merit additional XPs.

*Changes in motivation* – has there been any situation where the character's motivation changed, and how was this roleplayed? Has the character revealed any new drives? If so, what was the reason for this and how was the "introduction" of this new motivation handled by the player?

#### *Alternative Character Generation Rule I*

In WFRP1 characteristics were measured along different scales. Some characteristics had a 1-100 scale, while others a 1-10 scale. WFRP streamlined this and now all primary characteristics fall in the 1-100 scale. This makes it easier to swap them. Got a S of 37 and a Int of 23, but you want to play a brainiac instead of a muscle man? Swap the numbers! Elaborating on this, you could decide not to roll once for each characteristic, but to simply roll ten times and assign the eight best rolls to the different characteristics. When you do this, feel free to disregard Shallya's Mercy.

# Career Guidance

by Wim van Gruisen

The WFRP rulebook assumes that PCs have stopped their boring everyday lives to become adventurers. While they had a career, they no longer pursue it, drawn instead by lures of quick riches, thoughts of revenge, or otherwise. This view seems at odds with the idea that PCs can only learn skills and take advances offered within their career and that they have to follow the career exits offered by their now defunct profession. The former apprentice wizard who had enough of those dreary studies, cast his books aside and walked out on his mentor, is apparently welcomed with open arms when he decides to become a wizard after all. The soldier who deserted his company in search of fame and fortune, will be promoted to sergeant nevertheless, if only the player pays the 100 XP necessary. This article makes some suggestions on how to deal with this apparent paradox, and in the process make both the Old World and the PC's career feel more real. The main idea is that PCs have not abandoned their previous careers.

The Old World is (mostly) not a place where employees have to show up at their desks every morning at nine; many careers offer enough freedom to go on adventure. Wizard apprentices need to learn about the world, and so part of their studies consists of them wandering around the Old World, comparing the theories they have learned with the cold, hard practice. When there's no war at hand, soldiers get leave so that they can pursue their private interests – adventuring for example. PCs can also pursue careers that have a large degree of independence. Initiates are often found travelling to far away temples or monasteries. Vagabonds and rogues can practice their 'trade' anywhere, nobody tells a noble what to do, and for hunters and other forest-dwellers everyday can be an adventure.

Adventures can be more satisfying if they are directly linked to the PCs' careers. After a Tomb Robber PC has sold his booty to a professor of history, the academic is murdered. A Watchman PC gets involved when his captain orders him to solve the crime, and when the third player happens to play a Student, it isn't so difficult to involve him as well. Or the PCs are all living in a village where strange things are happening. Or perhaps the PCs' mentor may send them on a dangerous, career-related mission. This approach means more work for the GM, as he has to customise adventures to the PCs' careers, setting things up so that they get involved, but it leads to stories where the PCs clearly have a place in Old World society, and where their careers and backgrounds are part of the story, rather than just an abstract game mechanic.

Abstract game mechanics are also found when the rulebook describes how to change careers. Just pay 100 XP and choose an exit career, or pay double that amount to switch to any basic career, and that's it. Following the rules unthinkingly can lead to bizarre occurrences, such as PCs adventuring in the World Edge Mountains when one decides to become a seaman, even though the sea is nowhere in sight.

Instead, when a PC wishes to change careers, he has to look for opportunities to do so. If the PC wants to become a militiaman, he will have to contact the local militia and find out whether they are taking on new members. He cannot just get the appropriate trappings and tell everyone that he's a militiaman now. In the Empire, punishments for impersonating officers of the law are severe. The apprentice wizard will have to pass tests in order to obtain his journeyman wizard's license.

Not all careers will have such entry requirements. Anyone can become, say, a gambler or bounty hunter without much trouble. Still, for most career switches an opportunity has to present itself (or be created by the PC). These opportunities are often excellent story hooks; a wizard will take the PC as an apprentice, but only after he has shown his worth by going into the wilderness and finding a rare magical ingredient. Even if story hooks are not required, having the players keep their eyes out for career switching opportunities can liven up the campaign, such as a PC trying to convince a scholar travelling with the group that he should take the PC as a student.

Apart from providing story hooks, switching careers offers inherent opportunities for roleplaying. If the PC applies to the local militia, you can play out the application interview, letting the PC explain why he is a good candidate. Or the candidate may have to undergo a test – to show that he is brave enough to join a band of mercenaries, he could for instance have to face a vicious, but tethered dog in a narrow corridor.

In order to use the full potential that switching careers offers for roleplay, players should make clear in advance which career or careers they would like to pursue after their current one. This offers the GM the chance to offer job openings and such. Even if a PC still has to buy many skills and advances before he can switch, he could already meet a potential future employer, who he can visit when he's ready to make the change. The GM can also use the PCs' wishes to get the group to locations where he wants them

# Psychotic Careers

by Wim van Gruisen

A few 'careers' given in the rulebook are more dependent on the mental state of the character than on any qualifications. A Flagellant, for instance, is someone who saw his family and possessions destroyed by the armies of Chaos. Something snapped then, and such a man's only goal in life is to fight Chaos where he can. Other such careers include the Zealot and the various Slayers. Using a broad and politically incorrect brush, we'll label these as Psychotic Careers and give some special rules for them.

## Entry requirements

Psychotic careers cannot be entered as exits of normal careers – they depict a mental state following events that can happen to everyone, whether Tinker, Tailor, Soldier or Sailor. Disregard all career exits to psychotic ones. The exception here is the progress from Troll Slayer via Giant Slayer to Daemon Slayer.

The background tables in this document do not give entries for psychotic careers either. These careers limit the way in which a player can play his character, and a player should only play such a character if he chooses to, not if he is forced to by a die roll. So if the GM allows players to pick a starting career instead of rolling one, it should be possible to choose a Zealot or Troll Slayer.

Otherwise, entering such a career should only happen as a result of a terrible shock or loss. If a character gains insanity points and fails his Willpower roll, the player may choose to follow a psychotic career instead of gaining an insanity.

He needs GM approval to do so, though. In other cases, the plot may warrant a switch to a psychotic career, even if the character has not gained any insanity.

Switching to a psychotic career can be done from any normal career for the cost of 100 XP. The player should also change his character's motivations (see the *Motivations* article); people with psychotic careers have one single, overriding, all-consuming motivation and everything they do is guided by it.

## Exit requirements

It is almost impossible to step out of a psychotic career. Ignore any career exits (except in the case of Slayers). Paying 200 XP to choose a new basic career is not allowed either. The only way out should be story-related. Perhaps the man who thought that his whole family was murdered, finds them alive after all, or the Dwarf who chose the path of Troll Slayer is exonerated for his misdeeds. These occasions are rare however. Slightly more often treatment in a mental hospital might do the trick. Rare is the Slayer who lets himself be treated, though, – he has other things on his mind!

In the unlikely case that a character leaves a psychotic career, he can try to pick up his old life again. For the cost of another 100 XP he can step back in his last career, or any other career that he followed before his psychotic one.

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## Career Guidance – continued

to go. A player wants to become a gambler? Well, this big card tournament will be held in Talabheim next month ... and that just happens to be the place where the next part of the campaign takes place.

The GM also gets a bit more control over the PCs and the campaign. For instance, if the GM has planned a meeting with a friendly necromancer (they do exist!) later on in the campaign, he could have the local temple of Morr not accept any new initiates for the moment, since an initiate from Morr would muck up that encounter. This

technique should be used sparingly, however, as players generally dislike any sign of GM railroading.

While the rulebook methods are suited to some groups, it isn't the only way in which this system can be used. Taking a more realistic approach to the system involves more work for the GM, but gives careers more meaning and depth, makes PCs part of the world's society and offers opportunities to enrich a campaign and to roleplay the character.

# The Lost Careers

by Wim van Gruisen

The conversion to the new edition brought a new set of careers. Suddenly a lot of the old careers disappeared. Some changed names (Torturer became Interrogator, for example) while other careers were collected in 'collective' careers. Many individual Rural careers were gathered under the new 'Peasant' career, and 'Rogue' and 'Burgher' likewise became new careers for a number of old Rogue and Academic careers. The Conversion Guide further on in this book gives a list of old careers and the corresponding new ones.

This article tries to recreate the old basic careers that became lost. Not all careers could be salvaged, however. Some of the old careers (such as Seer) need special skills or rules that are not provided anymore in the new version, while others (like Druid) don't fit in the new perception of the Warhammer World anymore. Since adding new rules or making big changes to the world is outside the scope of this document, you won't find them back here. Most of the lost basic careers are mentioned, though. Their old advance schemes and skill lists have been converted, and their backgrounds (see the Backgrounds article) have been mentioned.

In the old book careers were rather diverse in their allocation of skills and characteristic advances. A hypnotist had about 600 XP worth of skills and advances, while an outlaw had close to two thousand. The number of exit careers also varied widely, some careers having only two exits while others had seven. The second edition has more uniform careers, with every career having about ten characteristic advances and about ten skills and talents, and most of them having five exits, one or two to advanced careers and the rest to other basic careers. The inequalities between careers in the old system reflected rather well that life in the Warhammer world isn't fair. This document tries to retain that feeling. That means that the salvaged careers here differ more widely in the number of advances, skills and exits than those in WFRP2.

The descriptions of the careers have been taken from the old edition. Copyright rests with Games Workshop, who kindly gave us permission to use them here.

A list of careers:

**Basic:**

Alchemist's apprentice  
 Artisan's apprentice  
 Bawd  
 Beggar  
 Exciseman  
 Footpad  
 Gambler  
 Gamekeeper  
 Herbalist  
 Herdsman  
 Hypnotist  
 Labourer  
 Muleskinner  
 Pedlar  
 Pharmacist  
 Physician's Student  
 Pilot  
 Poacher  
 Prospector  
 Raconteur  
 Rustler  
 Trader  
 Trapper

**Advanced:**

Artillerist  
 Counterfeiter  
 Forger  
 Gunner  
 Lawyer  
 Sapper  
 Slaver

*Alternative Character Generation Rule II*

The book says that a beginning character gets all the skills and talents for his profession, plus one advance. In WFRP2, virtually all basic careers have 11 skills and talents. If you had to buy them all, it would cost a player 1100 XP, and the advance would cost him another 100.

An alternative to the book method would be to not give the character all his skills, talents, and the advance, but instead give the player 1200 XP, to be spent in whatever way the player likes, on skills, talents, advances or new careers. Or perhaps the GM wants to play a game where characters are weaker, or stronger – in that case he can give them fewer or more XP to start with. People have suggested to give the player 1000 XP, since it is such a nice, round number.



## Basic Careers

### Alchemist's Apprentice

*Background: Urban, Bourgeois*

The only way to become an alchemist is by serving an apprenticeship with an experienced alchemist. All too frequently, however, life as an apprentice is all work and no learning. The apprentice is often treated as an unpaid servant, and spends too much time scrubbing floors and running errands to learn very much of the alchemist's art. Not surprisingly, therefore, few apprentices stick it out long enough to become proficient alchemists.

WS	BS	S		Ag	Int	WP	Fel
				10	10		
A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Artisan's Apprentice

*Background: Urban, Bourgeois, Dwarven*

All artisans learn their trades by taking an apprenticeship. As apprentices, they learn the skills necessary to their profession, earning their keep in the meantime. Sadly, in all too many cases they also work long hours for little reward and are given all the unpleasant, menial jobs to do, and they may be unlucky enough to have an ill-tempered, drunken or incompetent master. Apprentices who leave their masters before completing their apprenticeship have no trade by which to support themselves, and many may become vagabonds or adventurers for want of any other way to make a living.

WS	BS	S	T	Ag	Int	WP	Fel
				10		10	
A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Bawd

*Background: Urban*

In virtually any Old World town, there can be found a professional guide and escort to the seedier districts, someone familiar with the full range of illegal and immoral establishments and services to be found there. The whole world over they are known as Bawds. Such men – and they are usually male humans – know all the best drinking houses and gambling halls, as well as where to find brothels, drug dens and establishments catering to all manner of other vices. They can gain access to such places for outsiders, and can be relied upon to know which are safe, which are under official scrutiny, and which make a practice of robbing and/or murdering clients. Their services are for hire to any reveller who appears suitably wealthy, although many bawds are not above leading their new-found companions into 'sucker traps' or gangs of cut-throats, in exchange for a share of the pickings.

WS	BS	S	T	Ag	Int	WP	Fel
10	5			10			10
A	W	Sb	Tb	M	Mg	FP	IP
	3						

#### Skills

Trade: Brewer  
Evaluate  
Read/Write  
Academic  
knowledge: Science

#### Talents

None

#### Trappings

None

#### Entry Careers

Engineer  
Pharmacist  
Physician

#### Exit Careers

Journeyman Wizard  
– Chamon (Gold)  
order  
Bawd  
Charlatan  
Counterfeiter  
Entertainer – Bunko  
artist  
Grave robber  
Prospector

#### Skills

Drive  
Trade (pick one)

#### Talents

Very Resilient or  
Very Strong

#### Trappings

Hand weapon  
Tools appropriate to  
trade skill

#### Entry Careers

None

#### Exit Careers

Artisan (same trade  
only)  
Bodyguard  
Footpad

#### Skills

Charm  
Secret Language  
(Thieves' Tongue)

#### Talents

Street Fighting  
Suave

#### Trappings

Hand Weapon  
Leather Jack  
D10 Gold Crowns

#### Entry Careers

Alchemist's  
Apprentice  
Apprentice Wizard  
Noble  
Physician's Student  
Student

#### Exit Careers

Bodyguard  
Fence

## Beggar

*Background: Urban, Wanderer*

Beggars are society's outcasts, desperate people with no visible means of support. They are drawn to the towns and cities of the Old World, for the only way they can keep themselves from starving is to beg in the streets. This is a hazardous business, since most Old World towns allow the town watch to beat, brand and throw vagabonds into the stocks almost as they please. The beggar accepts these risks as an occupational hazard, and often becomes highly skilled in the art of extracting money from passers-by; some play on pity, while others offer blessings or threaten curses in order to fill their begging-bowls. In some of the larger cities, the beggars have organised themselves into a semi-legitimate Beggars' Guild, which deals with the allocation of pitches, the diverting of official attention and the suppression of amateur or non-affiliated beggars. In many cases the Beggars' Guilds work in conjunction with the local Thieves' Guild, serving as information gatherers and lookouts.

WS	BS	S	T	Ag	Int	WP	Fel
5	5			5	10		10

A	W	Sb	Tb	M	Mg	FP	IP
	2						

## Exciseman

*Background: Urban, Rural, Mercantile*

Excisemen are probably the least popular citizens of the old World. No matter how benevolent the government might be, or how many great public works it may undertake, the fact remains that no-one likes paying taxes, and the tax collectors bear the brunt of this resentment. Nonetheless they are a highly necessary branch of the civil service, and no government could survive long without them. However, excisemen tend to lack job satisfaction and are seldom well paid. This means that some inevitably become corrupt, while others go to the other extreme in the faint hope of securing promotion.

WS	BS	S	T	Ag	Int	WP	Fel
10					10	10	

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Concealment  
 Secret Language –  
 Thieves'  
 Secret Signs  
 – Thieves  
 Silent Move  
 Consume Alcohol

### Talents

Alley Cat

### Trappings

Begging bowl  
 Tattered clothes  
 Heavy stick  
 Bottle of rotgut spirit  
**Entry Careers**  
 None

### Exit Careers

Bodyguard  
 Rat Catcher  
 Thug

### Skills

Blather  
 Read/Write  
 Academic Knowledge  
 (Law)  
 Academic Knowledge  
 (Numismatics)

### Talents

Supernumerate

### Trappings

Leather Jack  
 Hand Weapon  
 Writing Kit  
 Abacus  
 D10 Gold Crowns

### Entry Careers

None

### Exit Careers

Agitator  
 Lawyer  
 Merchant  
 Militiaman  
 Outlaw  
 Roadwarden  
 Thief

## Footpad

*Background: Urban, Rural*

Footpads and cut-throats are a menace in towns and on the road. They act in groups, waylaying travellers or helpless passers-by. They prefer to avoid bloodshed unless absolutely necessary, but can fight ferociously, though they generally attack from ambush with an advantage of at least two to one. Most will normally only seek to disable their victim through a stunning blow to the head, but there are those – known as cut-throats – who actually seek to kill those they rob.

WS	BS	S	T	Ag	Int	WP	Fel
10	10	5		10			

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Silent Move

### Talents

Alley Cat or Rover  
Strike to Stun

### Trappings

Bow or crossbow  
and 10 arrows or bolts  
Hood or mask  
Leather Jack

### Entry Careers

Artisan's Apprentice  
Bodyguard  
Bounty Hunter  
Labourer  
Marine  
Militiaman  
Pit Fighter  
Protagonist  
Rat Catcher  
Soldier

### Exit Careers

Bodyguard  
Fence  
Highwayman  
Outlaw  
Racketeer  
Slaver

## Gambler

*Background: Urban, Wanderer*

Many Old Worlders look for easy ways to make money. Gamblers seek to use their skills to make theirs at the expense of others. Sometimes things go wrong and the gambler loses large sums of money; in these cases, a swift retreat is generally indicated, before the creditors discover that the gambler has no means of paying. Gamblers tend to be drifters by nature, always moving on to avoid old debts and bad losers.

WS	BS	S	T	Ag	Int	WP	Fel
	5			15	10		10

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Gamble  
Sleight of Hand

### Talents

Luck  
Super Numerate

### Trappings

Hand Weapon  
Leather Jack  
Pack of cards  
(including spare aces)  
Pair of dice  
Pair of loaded dice  
(always roll 6's)

### Entry Careers

Apprentice Wizard  
Captain  
Noble  
Serjeant

### Exit Careers

Charlatan

## Gamekeeper

*Background: Rural, Elven*

Most Old Worlder landowners employ gamekeepers to look after their estates, woodlands or hunting parks. Gamekeepers look on trespassers with deep and sometimes fatal suspicion. The arch-enemy of the gamekeeper is the poacher, who seeks to make a living by trapping or shooting animals or birds. Every gamekeeper likes to boast of his victories over these elusive opponents.

WS	BS	S	T	Ag	Int	WP	Fel
	20	5				10	

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Concealment  
Set Trap  
Silent Move  
Secret Language –  
Ranger or Animal  
Trainer - Hawk

### Talents

Marksmanship  
Rover  
Trapfinder

### Trappings

Bow or crossbow  
and 10 arrows / bolts  
Hand Weapon  
Leather Jack  
Man Trap

### Entry Careers

Initiate – Taal  
Servant

### Exit Careers

Initiate – Taal  
Militiaman  
Poacher  
Raconteur  
Scout  
Targeteer

## Herbalist

*Background: Urban, Bourgeois, Rural, Mercantile, Elven*  
 Medicine in the Old World is primitive, unreliable and expensive, so many people rely on traditional cures and medicines handed down through the centuries. In fact, many people distrust 'scientific' medicine. Herbalists, on the other hand, are respected members of society, although their clientele is not generally so exclusive as that of the physicians. They gather and trade in herbs, and prepare herbal remedies for all manner of ills. In rare and severe cases they will treat the patient personally. Some do misuse their powers, as those who have been the subject of love or charm philtres know only too well, but the profession is steeped in the folk lore of the Old World, and most of the common people feel the herbalist is their only friend when they fall ill.

WS	BS	S	T	Ag	Int	WP	Fel
				5	10		

A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Skills

Academic Knowledge (Herbs)  
 Heal  
 Read/Write  
 Secret Language – Classical  
 Secret Language – Guilder  
 Prepare Poison

### Talents

None

### Trappings

Pestle and Mortar  
 Sling bag with dried herbs

### Entry Careers

None

### Exit Careers

Physician's Student

## Herdsmen

*Background: Rural, Elven*  
 Herdsmen are solitary individuals who spend much of their time alone, looking after domestic animals, moving them from pasture to pasture and generally leading a fairly dull life. Nevertheless, they learn to look after themselves too, for they have to defend their animals from predators and bands of thieves and rustlers. Herdsmen have a natural affinity with animals of all kinds, even though they may have grown up tending only a few species.

WS	BS	S	T	Ag	Int	WP	Fel
	20			10			

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Animal Care  
 Charm Animal  
 Performer (musician - wind instruments)  
 Specialist Weapon Group (Sling)  
 Animal Training or Academic Knowledge (Herbs)

### Talents

Very Resilient

### Trappings

Hand Weapon  
 Pan Pipes  
 Sling  
 Staff

### Entry Careers

None

### Exit Careers

Militiaman  
 Outlaw  
 Rustler  
 Scout

## Hypnotist

*Background: Urban, Bourgeois, Rural*  
 In the Old World the power of hypnotism is used medicinally as well as for entertainment. Hypnotists – with the exception of a few charlatans – do not pretend to understand the mysteries of the human mind, but some to have a gift for soothing its ills. Hypnotists are called in to treat a wide range of nervous addictions, alcoholism and addiction to various other substances, and even some forms of insanity.

WS	BS	S	T	Ag	Int	WP	Fel
				15	10		

A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Skills

Hypnotism  
 Magical Sense

### Talents

None

### Trappings

Silver charm on chain

### Entry Careers

Entertainer – Hypnotist  
 Physician

### Exit Careers

Charlatan  
 Entertainer – Hypnotist  
 Physician

## Labourer

*Background: Urban, Dwarven*

The broad mass of city-dwellers enjoy a precarious living. Most hire themselves out as labourers, usually on a temporary basis. Most labourers are loud, burly, brusque individuals who like nothing better than singing or whistling, climbing around insanely dangerous scaffolding, drinking prodigious amounts of herbal tea and occasionally working extremely hard. Their lives are hardly secure and they command a fairly low wage compared to the artisan classes, but when there is plenty of work, labourers prosper. The best jobs involve the building of temples, fortifications, large houses and the like, because then work is guaranteed for a longer period. They are practical men and when they turn to adventuring, as many do in times of unemployment, they are often successful.

WS	BS	S	T	Ag	Int	WP	Fel
			10				

A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Skills

Scale Sheer Surface  
Two of:  
Consume Alcohol,  
Drive Cart,  
Performer (sing),  
Trade (Carpenter)

### Talents

Very Resilient or  
Very Strong

### Trappings

Sling bag with  
packed lunch  
Flask of herbal tea  
Leather jack

### Entry Careers

None

### Exit Careers

Artillerist (only for  
characters with  
Trade – Carpenter  
skill)  
Bodyguard  
Footpad

## Muleskinner

*Background: Rural, Wanderer*

Wagon or mule trains are the most common means of transporting goods overland in the Old World, and it is the muleskinner's job to look after the animals (be they mules, oxen or anything else) and ensure that they are fit and co-operative. Since everyone working on a long-distance caravan must be able to look after themselves, muleskinners often double as guards in much the same way as coachmen

WS	BS	S	T	Ag	Int	WP	Fel
10					10	10	

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Animal Care  
Animal Training or  
Drive Cart

### Talents

Specialist Weapon  
Group – Flail  
Weapons

### Entry Careers

None

### Exit Careers

Outlaw  
Scout  
Smuggler

### Trappings

Weatherproof coat  
Broad-brimmed hat  
Hand weapon  
Whip

## Pedlar

*Background: Rural, Mercantile, Wanderer*

Few villages have shops or regular trading-posts of their own, so all are dependent on the pedlar, a small-time tradesman. Buying easily-transportable goods at markets from craftsmen or merchants, pedlars travel from village to village, selling their wares and carrying news and gossip from the towns. A pedlar's wares can be anything that is easily carried, such as pots, pans, small items of clothing, purses, pins, knives, and so on. In more settled areas, pedlars are often licensed and they may have their own guild to protect their interests and discourage outsiders from poaching their trade. Most live a completely nomadic life and believe strongly in the fraternity of their profession, even though they can come from many different races and have no common culture, traditions or languages. They are almost universally distrusted, especially by roadwardens and watchmen.

WS	BS	S	T	Ag	Int	WP	Fel
10	10			10			10

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Animal Care  
Blather  
Drive  
Evaluate  
Haggle  
Academic Knowledge (Herbs) or Astronomy  
Secret Signs - Pedlar

### Talents

None

### Entry Careers

None

### Trappings

Wagon and Horse  
Mattress and 3 blankets  
Sacks containing a handful each of pots and pans, small knives, pins, reels of coloured ribbon, and so on.

### Exit Careers

Bodyguard  
Fence  
Outlaw  
Trader  
Trapper

## Pharmacist

*Background: Bourgeois, Mercantile*

Pharmacists are specialists who prepare and supply the medicines prescribed by physicians. In many ways they are the counterpart of the herbalist, dealing in mineral and chemical preparations rather than herbal remedies. They have a working familiarity with a wide range of rare and exotic substances, and their properties for healing and otherwise. It is a profession which demands great skill and most pharmacists are kept in the employ of great houses to make sure the best treatments are readily available. Unfortunately, the pharmacist is often the scape-goat when the physician fails and many have been forced to leave town in disgrace, and have either offered their services to outlaws and bandits or have sought adventure in the wildest lands of the Old World.

WS	BS	S	T	Ag	Int	WP	Fel
				10	10		

A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Skills

Academic Knowledge (Chemistry)  
Heal  
Trade (Pharmacist)  
Prepare Poison  
Secret Language (Guilder)

### Talents

Resistance to Poison

### Trappings

Pestle and Mortar  
A handful of small jars, containing various powders and solutions

### Entry Careers

None

### Exit Careers

Alchemist's Apprentice  
Charlatan  
Physician  
Prospector

### Physician's Student

*Background: Bourgeois*

After the military and the church, the most popular career for young, relatively wealthy Old Worlders is that of physician. Anyone with talent – or just a reputation – can earn great wealth through the patronage of the nobility. As with most academic careers, the only way to become a physician is to take tuition from an established practitioner. Physicians, however, do not take apprentices as such. Instead, renowned or retired individuals sometimes teach their skills to groups of students who pay them fees. Most hospitals and universities in large cities have teaching facilities. It takes several years and a great deal of work to become a physician and not all students last the course.

WS	BS	S	T	Ag	Int	WP	Fel
				10	10	10	

A	W	Sb	Tb	M	Mg	FP	IP
	2						

#### Skills

Heal  
 Read / Write  
 Secret Language (Classical)  
 Trade (Pharmacist) or Prepare Poison

#### Talents

None

#### Trappings

Hand Weapon  
 Medical Instruments (battered) in a case  
 Pottery jar containing a handful of leeches

#### Entry Careers

Grave Robber

#### Exit Careers

Bawd  
 Charlatan  
 Grave Robber  
 Physician

### Pilot

*Background: Waterline*

One of the most important men on the seaboard is the pilot. Pilots guide large boats and ships into port through dangerous coastal areas and become the most trusted associate of all mariners. Most live onshore, normally in or near a harbour area, and work in conjunction with the harbour master and the masters of any ships coming into the harbour. Pilots are essential, because no ship's crew is going to have the necessary detailed knowledge of local tides, sandbanks and hidden rocks of every port they will visit. It is the very fact that they are so trusted that makes some fall from grace, and others become the victims of fraudsters. Many a pilot has been 'set up' as a vessel has scuttled on the way into harbour, with the owner claiming it struck a sandbank. For these men, a new life as an adventurer is all that is left, and many others fall deeper into a life of crime.

WS	BS	S	T	Ag	Int	WP	Fel
				15		10	10

A	W	Sb	Tb	M	Mg	FP	IP
	2						

#### Skills

Row  
 Sail  
 Swim  
 Consume Alcohol

#### Talents

Orientation

#### Trappings

Leather Jerkin  
 Rope – 10 yards  
 Rowing Boat (moored on nearest water)  
 2 lanterns

#### Entry Careers

Fisherman  
 Mate  
 Sea Captain  
 Seaman  
 Smuggler

#### Exit Careers

Navigator  
 Raconteur  
 Sea Captain  
 Smuggler

## Poacher

*Background: Rural*

Poachers seek to make a living by trapping or shooting animals or birds on estates held by Old Worlder landowners, without their permission. As such, they are the arch-enemies of the gamekeepers who look after these estates. Poachers like to brag how they have fooled gamekeepers.

WS	BS	S	T	Ag	Int	WP	Fel
	20	5				10	

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Concealment  
Secret Signs –  
Poacher  
Set Trap  
Silent Move

### Talents

Marksmanship  
Rover  
Trapfinder

### Trappings

Bow or crossbow  
and 10 arrows /  
bolts  
Hand Weapon  
Leather Jack  
Man Trap

### Entry Careers

Initiate – Taal  
Outlaw

### Exit Careers

Initiate – Taal  
Gamekeeper  
Outlaw  
Raconteur  
Rustler  
Scout

## Prospector

*Background: Wilderness, Wanderer, Dwarven*

Far from the normal trade routes, towns and farms, prospectors can be found sifting through the silt of river and stream beds in search of gold washed down from the mountains. Most deposits in populated areas are already exhausted, so prospectors spend most of their time in remote and dangerous mountain and badlands areas. Their one hope is to find a large vein and to claim it or to work it before others find out, but few manage to resist bragging about their find, even when they do finally strike it rich. Word spreads quickly when gold is discovered and prospectors' shanty towns spring up almost overnight, only to be abandoned just as quickly once the area is worked out. The lure of gold is one of the few things that can draw a dwarf above ground, and dwarven prospectors are not an uncommon sight in gold rush areas.

WS	BS	S	T	Ag	Int	WP	Fel
10	10	5	5	5		10	

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Academic Knowledge  
(Metallurgy)  
Animal Care  
Orientation  
Outdoor Survival  
Trade (Carpenter)

### Talents

Luck or Keen Senses

### Trappings

Mule  
One-man tent  
Pack  
Pan  
Pick  
Shovel

### Entry Careers

Alchemist's  
Apprentice  
Pharmacist

### Exit Careers

Scout  
Soldier  
Tomb Robber



### Raconteur

*Background: Urban, Bourgeois, Rural, Wanderer, Elven*  
 Raconteurs love to talk. For hours on end, they pontificate, rant and hurl abuse at anyone who will listen. And, strangely though it may seem, people do stop to listen. For one thing, raconteurs are good at what they do; no matter what they say or what they are talking about, they always manage to be interesting, amusing or captivating. Like actors, they are masters of speech and can convince their listeners of just about anything. Whether standing on a box in the town square or recounting risqué anecdotes over the brandy and cigars at a society dinner, raconteurs' voices are the tools of their trade.

Understandably, in a world where few can read and gossip is rife, anyone who can command the attention of others through the spoken word will make name for themselves. The only risk involved is that most raconteurs find themselves accompanying great armies or bands of adventurers, just so they can witness magnificent events as the source of their next epic tale. The smarter ones tend just to make them up.

WS	BS	S	T	Ag	Int	WP	Fel
10					10	10	15

A	W	Sb	Tb	M	Mg	FP	IP
	3						

#### Skills

Blather  
 Charm  
 Performer  
 (Storyteller)

#### Talents

Etiquette or Master  
 Orator  
 Public Speaking

#### Trappings

Clothes (often loud)  
 of best quality

Hat (nearly always  
 outrageous)  
 2d10 Gold Crowns

#### Entry Careers

Gamekeeper  
 Lawyer  
 Pilot  
 Seaman

#### Exit Careers

Charlatan  
 Demagogue

### Rustler

*Background: Rural, Wanderer*

In rural areas the rustler makes a living by stealing cattle and sheep and reselling them at distant markets. While rustling can be profitable, most convicted rustlers are punished by death or mutilation, so the risks are great. Unlike other rural criminals, rustlers are not favoured by the small farmers and villagers, since they rarely operate from the area in which they were born or in which they have family. They take from small farms in preference to the large where guards may be placed, and live away from the small communities, taking the money they earn into the cities to spend.

WS	BS	S	T	Ag	Int	WP	Fel
10	10	5		10			

A	W	Sb	Tb	M	Mg	FP	IP
	3						

#### Skills

Animal Care or  
 Secret Language  
 (Ranger)  
 Drive  
 Silent move

#### Talents

Rover  
 Specialist Weapon  
 Group (Entangling)

#### Trappings

Horse and Cart  
 Hand Weapon  
 Lantern  
 Rope – 10 yards

#### Entry Careers

Herdsman  
 Outlaw  
 Poacher

#### Exit Careers

Outlaw  
 Slaver

### Trader

*Background: Urban, Rural, Mercantile, Dwarven*

In larger towns and cities there are sufficient people so that traders can set up a small shop or market stall. Thus, instead of the wandering life of the pedlar, traders wait for their customers to come to them. Some can become quite wealthy, with more than one shop and a social status approaching that of lesser merchants. By and large, however, a trader's life is a dull one, enlivened only by the occasional robbery or visit from racketeers, and it is not unknown for traders to turn to adventuring in search of excitement and quicker profits.

WS	BS	S	T	Ag	Int	WP	Fel
10					10		10

A	W	Sb	Tb	M	Mg	FP	IP
	2						

### Trapper

*Background: Wilderness*

Trappers hunt furred animals for their pelts, a valuable commodity in the Old World. Their skill lies in obtaining the skin without damaging it; they do not shoot their quarry, like a hunter, but set traps instead. Even so, trappers learn to use weapons; they must live in the wild, cold mountains of the Old World, so they must be able to protect themselves from the dangerous wild creatures – not to mention goblins – with whom they share that environment. Since so much of their lives is spent in the parts of the world where adventurers look for their livelihood anyway, it doesn't take much for trappers to change the nature of their work.

WS	BS	S	T	Ag	Int	WP	Fel
10	10	5		15			

A	W	Sb	Tb	M	Mg	FP	IP
	3						

#### Skills

Academic Knowledge (Numismatics)  
Blather or Academic Knowledge (Law)  
Evaluate  
Haggle

#### Talents

Dealmaker

#### Trappings

Leather Jerkin  
D10 Gold Crowns

#### Entry Careers

Fence  
Fisherman  
Pedlar

#### Exit Careers

Fence  
Merchant

#### Skills

Concealment  
Orientation  
Row  
Secret Language (Ranger)  
Secret Signs (Woodsmen's)  
Set Trap  
Silent Move

#### Talents

Rover  
Trapfinder

#### Trappings

Bow or crossbow and 10 arrows / bolts  
Fur hat and buckskins  
Leather Jerkin  
Rope – 10 yards  
Rowing boat or canoe – moored on nearest water  
3 animal traps

#### Entry Careers

Initiate – Taal  
Pedlar

#### Exit Careers

Initiate – Taal  
Outlaw  
Scout

## Advanced Careers

### Artillerist

*Background: Military*

The artillerist is a military specialist who deals with the construction, transportation and use of catapults. Both bolt throwers and stone throwers are covered by this career, but cannon and bombards are not – see *Gunner*. The artillerist will be the captain of a catapult crew, directing the crewmen (who will be ordinary soldiers or militia) as they load and fire the machine.

WS	BS	S	T	Ag	Int	WP	Fel
10	20	10	10	20	20	15	5

A	W	Sb	Tb	M	Mg	FP	IP
	3						

#### Skills

Command  
Trade (Carpentry)  
Trade (Engineer)

#### Talents

Specialist Weapon  
Group (Siege Engines)

#### Trappings

Artillerists' charts and tables

#### Entry Careers

Engineer  
Gunner  
Labourer  
Sergeant  
Sapper

#### Exit Careers

Captain  
Gunner  
Marine  
Sapper  
Veteran

### Counterfeiter

*Background: Mercantile, Urban*

Counterfeiters are more adept criminals than the lowly clipper. Instead of merely tampering with the coinage they actually make their own, melting down coins and reminting them with a little less gold or silver and perhaps a little lead to make up the weight. Counterfeiters can make their own coin dies, either from scratch or by using original coins.

WS	BS	S	T	Ag	Int	WP	Fel
20	20	5		25	10	15	10

A	W	Sb	Tb	M	Mg	FP	IP
	4						

#### Skills

Academic knowledge (Metallurgy)  
Academic knowledge (Numismatics)  
Trade (Goldsmith)

#### Talents

Super Numerate

#### Trappings

Blank coin die  
Metalworking tools  
2d10 GC (genuine)  
2d10 GC (counterfeit)

#### Entry Careers

Alchemist's  
Apprentice  
Artisan (Engraver)  
Forger  
Thief

#### Exit Careers

Fence  
Thief

### Forger

*Background: Mercantile, Urban*

Forgers are essentially artists. Rather than producing works of art, however, they turn their hand to reproducing items which can command a high price, such as documents, letters and seals. They can copy handwriting with complete accuracy, provided they are given a sample to work from, and are familiar with a wide variety of documents, inks, seals and writing materials.

WS	BS	S	T	Ag	Int	WP	Fel
20	20	5	5	40	30	30	20

A	W	Sb	Tb	M	Mg	FP	IP
	4						

#### Skills

Read/Write  
Trade (Forger)

#### Talents

None

#### Trappings

Engraving tools  
Hand weapon  
Magnifying glass  
Writing equipment

#### Entry Careers

Bawd  
Counterfeiter  
Footpad  
Pedlar  
Racketeer  
Smuggler  
Thief  
Tomb Robber  
Trader

#### Exit Careers

Counterfeiter  
Thief

## Gunner

*Background: Military*

Gunners are military specialists skilled in the use of bombards. As a result of long periods of time spent using these noisy, unreliable and often dangerous weapons, many gunners tend to be a little hard of hearing and somewhat eccentric, but they can readily find employment in the armies of the Old World. A gunner is a captain who oversees the loading and firing of the guns by a crew of unskilled or semi-skilled soldiers.

WS	BS	S	T	Ag	Int	WP	Fel
10	20	10	10	25	10	25	15

A	W	Sb	Tb	M	Mg	FP	IP
	3						

## Lawyer

*Background: Bourgeois*

Lawyers make a long study of the processes of law in the Old World and of legal systems in general. They are professionals, occupy a fairly high station in life, and are generally respected. Their most prized possession is their reputation – their own reputations as lawyers and the reputation of their home town and its legal system. It is this reputation, above everything else, that ensures the lawyer a steady stream of fees, and many lawyers will be extremely wary of taking on a case which they are not sure they can win. Some junior lawyers, however, may be willing to take the risk of fighting an unusual case or one which is likely to excite public interest, for winning such a case will increase their reputation and professional standing. Although legal systems differ from town to town and region to region, they have many aspects in common and a lawyer will be able to cope with an unfamiliar legal system after a little research.

WS	BS	S	T	Ag	Int	WP	Fel
			5	10	40	35	20

A	W	Sb	Tb	M	Mg	FP	IP
	3						

## Sapper

*Background: Military*

Sappers are military engineers, skilled in a number of fields, such as making explosives, assembling artillery and commanding engines of war (which they do almost as well as an artilleryist). Their particular area of expertise is the digging of tunnels, either to undermine walls or to gain entry to fortifications. Dwarven sappers are widely sought after by the field armies of all nations and some successful dwarven mercenary units consist exclusively of sappers. Sappers who are members of a dwarven army will always be members of the Dwarven Engineers' Guild, while mercenary units operating in non-dwarven armies may or may not be guild members.

WS	BS	S	T	Ag	Int	WP	Fel
10	10	10	10	10	10	15	10

A	W	Sb	Tb	M	Mg	FP	IP
	3						

### Skills

Command  
Drive Cart  
Trade (Engineer)

### Talents

Specialist Weapon  
Group (Engineer)  
Specialist Weapon  
Group (bombards  
and cannons)

### Trappings

Artillerists' charts  
and tables

### Entry Careers

Artillerist  
Engineer  
Mercenary  
Sapper  
Sergeant  
Soldier

### Exit Careers

Artillerist  
Captain  
Marine  
Veteran

### Skills

Academic Knowledge  
(Law)  
Public Speaking  
Read / Write  
Secret Language  
(Classical)  
Secret Signs  
(Lawyer)

### Talents

Etiquette

### Trappings

Hand Weapon  
Lawyer's Wig and  
Gown  
6d10 GC

### Entry Careers

Exciseman  
Scribe  
Student

### Exit Careers

Demagogue  
Merchant  
Raconteur

### Skills

Command  
Trade (Carpentry)  
Trade (Engineer)

### Talents

Specialist Weapon  
Group (Siege  
Engines)

### Trappings

Candles  
Crowbar  
Leather Jerkin  
Pickaxe

### Entry Careers

Artillerist  
Engineer  
Mercenary  
Soldier  
Shieldbreaker

### Exit Careers

Artillerist  
Engineer  
Gunner  
Mercenary  
Shieldbreaker  
Veteran

**Slaver**

*Background: Wanderer*

Slavery is the lot for millions in the Old World; it goes under the guise of service, forced labour or agricultural bondage. More obvious forms of slavery are generally illegal, but slaving still goes on unchecked in some areas. The slaver generally obtains his merchandise from foreign parts or deals in those too young or too poor to assert their rights. The greatest slave markets are in Araby and the lot of those sold there is a miserable one; in the Old World, some people are enslaved by the courts, for non-payment of debts or similar offences, although until recently there was a thriving slave-trade in half-orcs. Slaves in the Old World are generally well-treated, often working alongside paid servants and sharing much the same condition.

WS	BS	S	T	Ag	Int	WP	Fel
20	20	15		20		30	

A	W	Sb	Tb	M	Mg	FP	IP
	6						

**Skills**

Drive Cart  
Ride  
Speak Language  
(choose one)

**Talents**

Strike to Stun

**Trappings**

Hand weapon  
Horse and cart  
Horse with saddle  
and harness  
3 pairs of manacles  
Rope – 10 yards

**Entry Careers**

Bounty Hunter  
Footpad  
Jailer  
Marine  
Mercenary  
Rustler  
Seaman  
Soldier

**Exit Careers**

Sergeant  
Outlaw Chief  
Seaman

*Alternative Character Generation Rule III*

Give players one to three "Shallya's Mercy" counters. At any time through character generation a player can hand over a counter in order to make a reroll. This can be used for rerolling characteristics, but also for careers and, if you use the Background tables, for background skills and talents.

If you're feeling generous, let the PCs convert any unused counters into Fate Points. If you're feeling mean, don't give them Shallya's Mercy counters but let them spend Fate Points to make rerolls instead.

## Background Career Table

This table provides an overview of all basic careers, regular WFRP2 careers as well as those in the "The Lost Careers" article. It shows which careers belong to which backgrounds.

Careers in italics are "container careers", introduced in WFRP2 to collect a large number of WFRP1 careers that were not individually converted to WFRP2. These are the careers of Burgher, Peasant and Rogue. If you use the converted WFRP1 careers, don't use the container careers too.

### Legend

D This career is only accessible to dwarves  
 E This career is only accessible to Elves  
 H This career is only accessible to Halflings

X This career cannot be switched to if not given as a career exit

	Bourgeois	Mercantile	Military	Rural	Urban	Wanderer	Waterline	Wilderness	Elven	Dwarven
Agitator					✓					
Apprentice Wizard	✓								✓	
Bailiff	✓									
Barber-Surgeon			✓	✓	✓		✓			
Boatman		✓					✓			
Bodyguard				✓	✓					
Bone Picker		✓		✓	✓					
Bounty Hunter				✓	✓			✓		
<i>Burgher</i>	✓	✓								
Camp Follower			✓							
Charcoal-Burner				✓				✓		
Coachman				✓	✓	✓				
Entertainer				✓	✓	✓			✓	
Envoy	E	E								
Estalian Diestro						X				
Ferryman							✓			
Fieldwarden			H	H						
Fisherman						✓	✓			
Grave Robber				✓	✓					
Hedge Wizard				✓						
Hunter								✓	✓	
Initiate	✓	✓	✓	✓	✓		✓	✓	✓	✓
Jailer				✓	✓					✓
Kislevite Kossar						X				
Kithband Warrior									E	
Marine			✓				✓			
Mercenary			✓	✓	✓					
Messenger	✓	✓	✓			✓			✓	
Militiaman			✓	✓						
Miner				✓				✓		✓
Noble	X								X	X
Norse Berserker						X				
Outlaw						✓		✓		
Outrider			✓			✓				
<i>Peasant</i>				✓				✓		
Pit Fighter					✓					
Protagonist					✓					
Rat Catcher				✓	✓					
Roadwarden				✓		✓		✓		
<i>Rogue</i>				✓	✓					
Runebearer										D
Scribe	✓	✓		✓	✓					✓
Seaman						✓	✓			
Servant				✓	✓					

	Bourgeois	Mercantile	Military	Rural	Urban	Wanderer	Waterline	Wilderness	Elven	Dwarven
Shieldbreaker										D
Smuggler		✓			✓	✓	✓	✓		
Soldier			✓						✓	✓
Squire	✓		✓							
Student	✓				✓				✓	✓
Thief				✓	✓					
Thug					✓					
Toll Keeper		✓			✓					
Tomb Robber				✓	✓	✓		✓		
Tradesman	✓	✓							✓	✓
Troll Slayer										
Vagabond					✓		✓	✓		
Valet	✓	✓	✓							✓
Watchman			✓	✓	✓					✓
Woodsmen								✓	✓	
Zealot										

### The Lost Careers

Alchemist's apprentice	✓				✓					
Artisan's apprentice	✓				✓					✓
Bawd					✓					
Beggar					✓	✓				
Exciseman		✓		✓	✓					
Footpad				✓	✓					
Gambler					✓	✓				
Gamekeeper					✓					✓
Herbalist	✓	✓		✓	✓					✓
Herdsmen				✓						✓
Hypnotist	✓			✓	✓					
Labourer					✓					✓
Muleskinner					✓		✓			
Pedlar		✓		✓	✓					
Pharmacist	✓	✓								
Physician's Student	✓									
Pilot							✓			
Poacher					✓					
Prospector						✓		✓		✓
Raconteur	✓			✓	✓	✓			✓	
Rustler				✓	✓					
Trader		✓		✓	✓					✓
Trapper								✓		

# Converting Characters from WFRPI

by Wim van Gruisen

There you are, your Warhammer campaign going strong, and GW brings out a second edition. However, in doing so they don't make a document telling you how to convert your first edition characters. So we thought that we would provide them.

## Careers

Many first edition careers have vanished in second edition (see the Lost Careers article). Some have been renamed, others grouped

together, and still others have disappeared altogether. In the second edition Warhammer world there is no Old Faith anymore and there are no skills that give you psychic powers, so careers like Druid and Seer cannot survive the transition unharmed (not without drastically changing the world back to first edition, anyway). Below you find lists of all first edition careers, with next to it the career in second edition that fits best.

## Basic Careers

First edition	Second edition
Agitator	Agitator
Alchemist's Apprentice	Apprentice Wizard (Lore of Metal)
Artisan's Apprentice	Servant
Bawd	Bawd
Beggar	Peasant
Boatman	Boatman
Bounty Hunter	Bounty Hunter
Coachman	Coachman
Druid	Initiate (Taal)
Engineer	Engineer (advanced career)
Entertainer	Entertainer
Exciseman	Burgher
Fisherman	Fisherman
Footpad	Rogue
Gambler	Rogue
Gamekeeper	Peasant
Grave Robber	Grave Robber
Herbalist	Tradesman
Herdsmen	Peasant
Hunter	Hunter
Hypnotist	Burgher
Initiate	Initiate
Jailer	Jailer
Labourer	Peasant
Marine	Marine
Mercenary	Mercenary
Militiaman	Militiaman
Minstrel	Minstrel (advanced career)
Muleskinner	Peasant
Noble	Noble

First edition	Second edition
Outlaw	Outlaw
Outrider	Outrider
Pedlar	Bone Picker
Pharmacist	Tradesman
Physician's Student	Student
Pilot	Burgher
Pit Fighter	Pit Fighter
Prospector	Peasant
Protagonist	Protagonist
Raconteur	Rogue
Rat Catcher	Rat Catcher
Roadwarden	Roadwarden
Runner	Rune Bearer
Rustler	Peasant
Scribe	Scribe
Seaman	Seaman
Seer	Entertainer
Servant	Servant
Smuggler	Smuggler
Soldier	Soldier
Squire	Squire
Student	Student
Thief	Thief
Toll-keeper	Toll Keeper
Tomb Robber	Tomb Robber
Trader	Burgher
Trapper	Peasant
Troll-Slayer	Troll Slayer
Tunnel Fighter	Shieldbearer
Watchman	Watchman
Wizard's Apprentice	Apprentice Wizard
Woodsman	Woodsman

### Advanced Careers

First edition	Second edition
Alchemist level 1	Journeyman Wizard
Alchemist level 2	Journeyman Wizard
Alchemist level 3	Master Wizard
Alchemist level 4	Wizard Lord
Artillerist	Sergeant
Artisan	Artisan
Assassin	Assassin
Charlatan	Charlatan
Cleric level 1	Priest
Cleric level 2	Anointed Priest
Cleric level 3	High Priest
Cleric level 4	High Priest
Counterfeiter	Master Thief
Demagogue	Demagogue
Druidic Priest level 1	Priest (Taal)
Druidic Priest level 2	Anointed Priest (Taal)
Druidic Priest level 3	High Priest (Taal)
Druidic Priest level 4	High Priest (Taal)
Duellist	Duellist
Explorer	Explorer
Fence	Fence
Forger	Master Thief
Freelance	Knight
Giant Slayer	Giant Slayer
Gunner	Sergeant
Highwayman	Highwayman
Judicial Champion	Judicial Champion
Lawyer	Politician
Mercenary Captain	Captain
Mercenary Sergeant	Sergeant

First edition	Second edition
Merchant	Merchant
Navigator	Navigator
Outlaw Chief	Outlaw Chief
Physician	Physician
Racketeer	Racketeer
Sapper	Sergeant
Scholar	Scholar
Scout	Scout
Sea Captain	Sea Captain
Sea Captain – Mate	Mate
Slaver	Crime Lord
Spy	Spy
Targeteer	Targeteer
Templar	Knight of the Inner Circle
Torturer	Interrogator
Witch-hunter	Witch Hunter
Wizard level 1	Journeyman Wizard
Wizard level 2	Master Wizard
Wizard level 3	Wizard Lord
Wizard level 4	Wizard Lord

### Wizard Specialisations

First edition	Second edition
Alchemist	Lore of Metal
Demonologist	Lore of Chaos
Elementalist	Lore of Life
Illusionist	Lore of Shadows
Necromancer	Lore of Necromancy

A number of career conversions, both basic and advanced, are not ideal – from Counterfeiter to Master Thief, for instance. Instead of converting to a different career, there is the option to keep the old one. In the chapter “The Lost Careers” the careers from the WFRP1 rulebook which have disappeared in the current edition, reappear, with skills, talents and advance schemes converted to WFRP2.

#### *Switching careers*

According to the rulebook switching careers costs 100 XP if you choose one of the exit careers of your current career, or 200 XP if you switch to any basic career. However, the rulebook doesn't take backgrounds into account. If you grew up along the river, it is much more likely that you would become a sailor than a trapper, for instance, and XP cost of switching should take that into account.

So a suggestion for new rules:

- Switching to a career exit costs 100 XP
- Switching to a basic career of the same background costs 150 XP
- Switching to a basic career of a different background costs 200 XP



## Characteristics

Characteristics have changed considerably. Bonuses for non-human races have changed, as the characteristics themselves. If you play a non-

human, first adapt your WFRP1 skills according to the table below:

Race	WS	BS	I	Ld	Int	Cl	WP	Fel
<b>Dwarf</b>		+10		-30		-20	-20	
<b>Elf</b>	-10	+10	-20	-10	-20	-20	-10	-10
<b>Halfling</b>		+10	-10	+20		+10	-10	

Humans need not adapt their characteristics. Now compute the characteristics in WFRP2 by following the guidelines below.

### Main characteristics

**Weapon Skill:** Equivalent to first edition WS  
**Ballistic Skill:** Equivalent to first edition BS  
**Strength:** Equivalent to ten times first edition S  
**Toughness:** Equivalent to ten times first edition T  
**Agility:** Take average of I and Dex  
**Intelligence:** Equivalent to first edition Int  
**Will Power:** Take average of WP and CL  
**Fellowship:** Take average of Ld and Fel

### Secondary characteristics

**Attacks:** Equivalent to first edition A score, with a maximum of 3  
**Wounds:** Equivalent to first edition W times 1.5, rounding down  
**Strength Bonus:** Equivalent to first edition S  
**Toughness Bonus:** Equivalent to first edition T  
**Move:** As given in the rulebook  
**Magic:** For magic users: equal to your magic level +1 (maximum 4)  
**Insanity Points:** Equal to first edition  
**Fate Points:** Equal to first edition

## Skills

Old skills do not always transfer one on one to new skills and talents. The table on the next pages lists the old skills and then mentions for each of them the WFRP2 skill or talent that comes closest. Skills marked with an asterisk (\*) have no good equivalent in WFRP2. Either drop them or keep using the WFRP1 skill. Skills marked with a double asterisk(\*\*) have to do with divining or otherwise predicting the future. In WFRP2 this is only possible by using magic; if the group wants to stay consistent with the WFRP2 setting, these skills will be lost.

If these conversions lead to a character having a skill twice or more, in the new version he will have mastered that skill (see chapter 4 of the rulebook). If a talent has been gained more than once, those extra skills are lost.

## Magic and spells

Magic has changed considerably. Magic points are lost. What used to be Magic Level is now incorporated in the secondary characteristic Magic. As for spells, check the spell conversion tables in *Liber Fanatica: volume II*.

Old skill	New skill	New talent
Acrobatics	Performer (acrobat)	
Acting	Performer (actor)	
Acute Hearing		Acute Hearing
Ambidextrous		Ambidextrous
Animal Care	Animal Care	
Animal Training	Animal Training	
Arcane Language		Arcane Lore
Art		Artistic
Astronomy	Academic Knowledge (astronomy)	
Begging	Trade (beggar)	
Blather	Blather	
Boat Building	Trade (shipwright)	
Brewing	Trade (brewer)	
Bribery	*	
Carpentry	Trade (carpenter)	
Cartography	Trade (cartographer)	
Cast Spells	Channelling	
Charm	Charm	
Charm Animal	Charm Animal	
Chemistry	Ac. Knowledge (chemistry)	
Clown	Performer (clown)	
Comedian	Performer (comedian)	
Concealment Rural	Concealment	Rover
Concealment Urban	Concealment	Alley Cat
Consume Alcohol	Consume Alcohol	
Contortionist		Contortionist
Cook	Trade (cook)	
Cryptography	Secret Signs (cryptography)	
Cure Disease	Heal	
Dance	Performer (dancer)	
Demon Lore	Ac. Knowledge (demonology)	
Disarm		Disarm
Disguise	Disguise	
Divining	**	
Dodge Blow	Dodge Blow	
Dowsing	**	
Drive Cart	Drive	
Embezzling	*	
Engineer	Trade (engineer)	
Escapology	Performer (escapologist)	
Etiquette		Etiquette
Evaluate	Evaluate	
Excellent Vision		Excellent Vision
Fire Eating	Performer (fire eater)	
Fish	Trade (fisherman)	
Flee!		Flee!
Fleet Footed		Fleet Footed
Follow Trail	Follow Trail	
Frenzied Attack		Frenzied Attack
Gamble	Gamble	
Game Hunting	Outdoor Survival	
Gem Cutting	Trade (gem cutter)	
Haggle	Haggle	
Heal Wounds	Heal	
Heraldry	Ac. Knowledge (heraldry)	
Herb Lore	Ac. Knowledge (herbology)	
History	Ac. Knowledge (history)	
Hypnotise	Hypnotism	
Identify Magical Artifact	Ac. Knowledge (magic artifacts)	
Identify Plant	Ac. Knowledge (herbology)	
Identify Undead	Ac. Knowledge (necromancy)	
Immunity to Disease		Resistance to Disease
Immunity to Poison		Resistance to Poison
Jest		Suave
Juggle	Performer ( juggler)	
Law	Ac. Knowledge (law)	
Lightning Reflexes		Lightning reflexes

Old skill	New skill	New talent
Linguistics		Linguistics
Lip Reading	Lip Reading	
Luck		Luck
Magical Awareness	Channelling	
Magical Sense	Channelling	
Manufacture Drugs	Trade (pharmacist)	
Manufacture Magic Items	Ac. Knowledge (magic artifacts)	
Manufacture Potions	Ac. Knowledge (magic potions)	
Manufacture Scrolls	Ac. Knowledge (magic scrolls)	
Marksmanship		Marksmanship
Meditation	Channelling	
Metallurgy	Ac. Knowledge (metallurgy)	
Mime	Performer (mime)	
Mimic		Mimic
Mining	Trade (miner)	
Musicianship	Performer (musician)	
Night Vision		Night Vision
Numismatics	Ac. Knowledge (numismatics)	
Orientation		Orientation
Palm Object	Sleight of Hand	
Palmistry	**	
Pick Lock	Pick Lock	
Pick Pocket	Sleight of Hand	
Prepare Poisons	Prepare Poison	
Public Speaking		Public Speaking
Read / Write	Read / Write	
Ride	Ride	
River Lore	Common knowledge (rivers)	
Row	Row	
Rune Lore	Ac. Knowledge (runes)	
Rune Mastery	Ac. Knowledge (runes)	
Sailing	Sail	
Scale Sheer Surface	Scale Sheer Surface	
Scroll Lore	Ac. Knowledge (magic scrolls)	
Secret Language	Secret Language	
Secret Signs	Secret Signs	
Seduction	Charm	
Set Trap	Set Trap	
Shadowing	Shadowing	
Silent Move Rural	Silent Move	Rover
Silent Move Urban	Silent Move	Alley Cat
Sing	Performer (singer)	
Sixth Sense		Sixth Sense
Smithing	Trade (smith)	
Speak Additional Language	Speak Language	
Specialist Weapon		Specialist Weapon Group
Spot Traps		Trapfinder
Stoneworking	Trade (stoneworker)	
Story Telling	Performer (story teller)	
Street Fighter		Street Fighting
Strike Mighty Blow		Strike Mighty Blow
Strike to Injure		Strike to Injure
Strike to Stun		Strike to Stun
Strongman	Performer (strongman)	
Super Numerate		Super Numerate
Surgery		Surgery
Swim	Swim	
Tailor	Trade (tailor)	
Theology	Ac. Knowledge (theology)	
Torture	Torture	
Trick Riding	Performer (trick riding)	
Ventriloquism	Ventriloquism	
Very Resilient		Very Resilient
Very Strong		Very Strong
Wit		Suave
Wrestling		Wrestling